

WITCH LEVEL 1

Feiya may one day try to track down the parents she barely remembers, but for now she is content to roam the world and seek new experiences.

FEIYA

Female human witch 1 (*Pathfinder RPG Advanced Player's Guide* 65)

CG Medium humanoid (human)

Init +4; **Senses** Perception +3

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 12 (1d6+6)

Fort +2, **Ref** +2, **Will** +3; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4/19–20) or
quarterstaff +0 (1d6)

Ranged light crossbow +2 (1d8/19–20)

Special Attacks hexes (cackle, evil eye)

Witch Spells Prepared (CL 1st; concentration +5)

1st—*ear-piercing scream*^{UM} (DC 15), *obscuring mist*
0 (at will)—*dancing lights*, *detect magic*, *guidance*

Patron Wisdom*

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 18, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** +0; **CMD** 12

Feats Alertness*, Extra Hex^{APG,*}, Toughness*

Traits Reactionary^{APG,*}, Stoic Optimism^{ISG,*}

Skills Craft (alchemy) +8, Heal +5, Intimidate +3, Knowledge (arcana) +8,
Knowledge (nature) +8, Perception +3, Sense Motive +3, Spellcraft +8,
Use Magic Device +3

Languages Common, Giant, Minkaian, Skald, Tien

SQ witch's familiar (fox named Daji)

Combat Gear *scroll of cure light wounds*, *scrolls of mage armor* (2),
acid; **Other Gear** dagger, light crossbow with 20 bolts, quarterstaff,
backpack, scroll case, spell component pouches (2), waterskin, 2 gp

*The effects of these abilities are included in Feiya's statistics.

SPECIAL ABILITIES

Hexes Feiya has the following hexes. Unless otherwise noted, using a
hex is a standard action that does not provoke attacks of opportunity.

Cackle As a move action, Feiya can cackle to extend the duration of
her evil eye hex on all creatures within 30 feet by 1 round.

Evil Eye The evil eye hex imposes a –2 penalty on one of the
following (Feiya's choice): AC, ability checks, attack rolls, saving
throws, or skill checks. This penalty lasts for 7 rounds (Will DC 14
to reduce the duration to 1 round).

Familiar Feiya's familiar, a fox named Daji, has the following statistics:

Size Tiny; **Init** +2; **Senses** low-light vision, scent; **AC** 15, touch 14, flat-
footed 13; **hp** 6; **Fort** +3, **Ref** +4, **Will** +3; **Defensive Abilities** improved
evasion; **Speed** 40 ft.; **Melee** bite +1 (1d3–1); **Str** 9, **Dex** 15, **Con** 13,
Int 6, **Wis** 12, **Cha** 6; **Feats** Skill Focus (Perception); **Skills** Acrobatics +2
(+6 when jumping), Heal +2, Intimidate –1, Perception +8, Spellcraft –1,
Survival +1 (+5 to track by scent); **SQ** empathic link, store spells
Alertness Feiya gains the Alertness feat (+2 bonus on Perception and
Sense Motive checks) when Daji is within arm's reach.

Empathic Link As long as Feiya and Daji stay within 1 mile of each
other, they know each other's general emotions.

Improved Evasion When Daji attempts a Reflex save for half damage,
he takes half damage if he fails and no damage if he succeeds.

Store Spells Daji stores all of Feiya's spells. Feiya prepares her spells
by spending 1 hour each day communing with Daji. Feiya can
prepare the following spells instead of the spells she currently
has prepared: *comprehend languages*, *enlarge person*, *ill*
omen^{APG}, *mount*, *remove sickness*^{UM}.

Spells and Gear Feiya's spells and gear are described below.

Cure Light Wounds This heals a touched target for 1d8+1 points of damage.

Dancing Lights Feiya can create up to four glowing lights that
illuminate a 10-foot radius. She can move them 100 feet per round.

Detect Magic Feiya can notice magic in a 60-foot cone. If she
concentrates, she can determine the number of magic auras on the
next round and then attempt to learn more on the round after that.

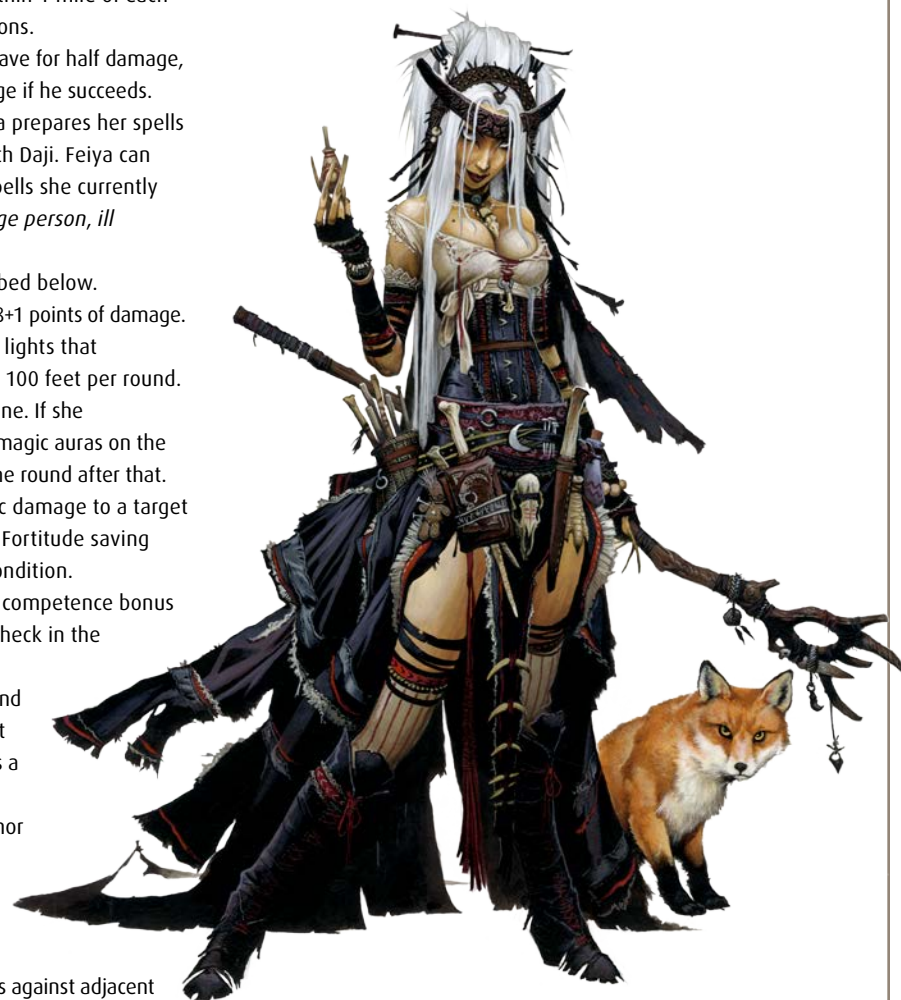
Ear-Piercing Scream Feiya deals 1d6 points of sonic damage to a target
within 25 feet and dazes it for a round. A DC 15 Fortitude saving
throw halves damage and negates the dazed condition.

Guidance Feiya can give a target she touches a +1 competence bonus
to use on any attack roll, saving throw, or skill check in the
next minute.

Ill Omen A creature within 25 feet must roll twice and
take the lower result on its next d20 roll. A target
that recognizes the spell can negate one reroll as a
move action.

Mage Armor Feiya grants a touched target a +4 armor
bonus to AC for 1 hour.

Obscuring Mist Feiya calls forth a mist in a 20-foot-
radius spread centered on her for 1 minute or
until wind blows it away or a fire spell burns it
away. Until then, the mist blocks all vision. Attacks against adjacent
creatures in the mist suffer a 20% miss chance from concealment,
and creatures farther away have total concealment (50% miss chance,
and they can't be targeted by sight).



"I will have freedom, both in this life and in the next."

WITCH LEVEL 4

Feiya may one day try to track down the parents she barely remembers, but for now she is content to roam the world, developing her newfound power.

FEIYA

Female human witch 4 (*Pathfinder RPG Advanced Player's Guide* 65)
CG Medium humanoid (human)

Init +8; **Senses** Perception +3

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 34 (4d6+16)

Fort +4, **Ref** +4, **Will** +6; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4/19–20) or
quarterstaff +2 (1d6)

Ranged light crossbow +4 (1d8/19–20)

Special Attacks hexes (cackle, evil eye, fortune, misfortune)

Witch Spells Prepared (CL 4th; concentration +8)

2nd—*glitterdust* (DC 16), *vomit swarm*^{APG}, *web* (DC 16)

1st—*ear-piercing scream*^{UM} (DC 15), *ill omen*^{APG}, *obscuring mist*,
shield of faith

0 (at will)—*dancing lights*, *detect magic*, *guidance*, *message*

Patron Wisdom*

STATISTICS

Str 10, **Dex** 14, **Con** 15, **Int** 18, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +2; **CMD** 14

Feats Alertness*, Extra Hex^{APG,*}, Improved Initiative*, Toughness*

Traits Reactionary^{APG,*}, Stoic Optimism^{ISG,*}

Skills Craft (alchemy) +8, Heal +5, Intimidate +3, Knowledge (arcana) +11, Knowledge (dungeoneering) +5, Knowledge (engineering) +5, Knowledge (geography) +5, Knowledge (history) +8, Knowledge (local) +5, Knowledge (nature) +11, Knowledge (nobility) +5, Knowledge (planes) +8, Knowledge (religion) +5, Linguistics +8, Perception +3, Sense Motive +3, Spellcraft +11, Use Magic Device +3

Languages Celestial, Common, Giant, Hallit, Minkaian, Skald, Sylvan, Tien, Varisian

SQ witch's familiar (fox named Daji)

Combat Gear *potion of fox's cunning*, *reach metamagic rod* (lesser)^{APG}, *scroll of alter self*, *scroll of false life*, *scroll of fly*, *scroll of tongues*, *wand of cure light wounds* (13 charges), *wand of mage armor* (10 charges), acid, tanglefoot bag; **Other Gear** dagger, light crossbow with 20 bolts, quarterstaff, *cloak of resistance* +1, backpack, scroll case, spell component pouches (2), waterskin, 302 gp

*The effects of these abilities are included in Feiya's statistics.

SPECIAL ABILITIES

Hexes Feiya has the following hexes. Unless otherwise noted, hexes are a standard action that do not provoke an attack of opportunity.

Cackle As a move action, Feiya can cackle madly to extend the duration of her evil eye, fortune, and misfortune hexes on all creatures within 30 feet by 1 round.

Evil Eye The evil eye hex imposes a –2 penalty on one of the following (Feiya's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This penalty lasts for 7 rounds (Will DC 16 to reduce the duration to 1 round).

Fortune Feiya grants a creature within 30 feet good luck for 1 round. Once per round the creature can roll any ability check, attack roll, saving throw, or skill check twice, taking the better result. A creature can benefit from this hex once every 24 hours.

Misfortune Feiya grants a creature within 30 feet misfortune for 1 round. The creature must roll all ability checks, attack rolls, saving throws, and skill checks twice, taking the worse result (Will DC 16 negates). A creature can be the target of this hex once every 24 hours.

Familiar Feiya's familiar, a fox named Daji, has the following statistics:

Size Tiny; **Init** +2; **Senses** low-light vision, scent; **AC** 16, touch 14, flat-footed 14; **hp** 17; **Fort** +3, **Ref** +4, **Will** +5; **Defensive Abilities** improved evasion; **Speed** 40 ft.; **Melee** bite +3 (1d3–1); **Str** 9, **Dex** 15, **Con** 13, **Int** 7, **Wis** 12, **Cha** 6; **Feats** Skill Focus (Perception); **Skills** Acrobatics +2 (+6 when jumping), Heal +2, Intimidate –1, Linguistics +2, Perception +8, Spellcraft +2, Survival +1 (+5 to track by scent); **SQ** empathic link, store spells

Alertness Feiya gains the Alertness feat (+2 bonus on Perception and Sense Motive checks) when Daji is within arm's reach.

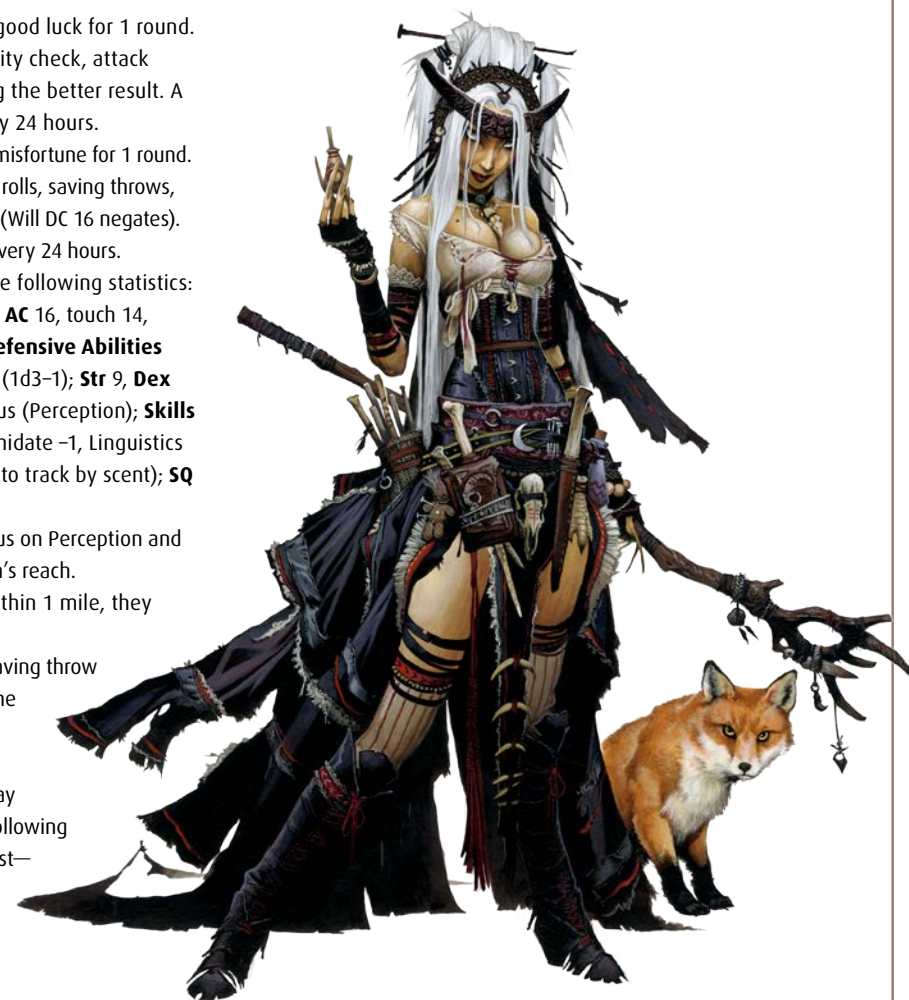
Empathic Link As long as Feiya and Daji stay within 1 mile, they know each other's general emotions.

Improved Evasion When Daji attempts a Reflex saving throw for half damage, he takes half damage when he fails and none when he succeeds.

Store Spells Daji stores all of Feiya's spells. Feiya prepares her spells by spending 1 hour each day communing with Daji. Feiya can prepare the following spells instead of the spells she has prepared: 1st—*burning hands*, *command*, *comprehend languages*, *cure light wounds*, *enlarge person*, *identify*, *mount*, *remove sickness*^{UM}; 2nd—*find traps*, *owl's wisdom*.

Spells and Gear Feiya's spells and gear are described below.

Alter Self Feiya's scroll transforms the caster into any Small humanoid for 3 minutes, gaining a +2 size bonus to Dexterity, or into any



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WITCH LEVEL 4



Medium humanoid, gaining a -1 size penalty to attacks and AC, a +1 size bonus to CMB and CMD, a -4 size penalty to Stealth, a -2 size penalty to Fly, and a +2 size bonus to Strength. Either way, she gains low-light vision, darkvision, scent, or swim if the creature she chooses has those qualities, so good choices are a Small goblin or Medium half-orc for darkvision, or a Medium gillman for swim.

Cure Light Wounds Feiya's wand heals a touched target for 1d8+1 points of damage. If she casts it as a spell, it heals 1d8+4 damage.

Dancing Lights Feiya can create up to four glowing lights that illuminate a 10-foot radius. She can move them 100 feet per round.

Detect Magic Feiya can notice magic in a 60-foot cone. If she concentrates, she can determine the number of magic auras on the next round and then attempt to learn more on the round after that.

Ear-Piercing Scream Feiya deals 2d6 points of sonic damage to a target within 35 feet and dazes it for a round. If it succeeds at a DC 15 Fortitude saving throw, it takes half damage and avoids being dazed.

False Life Feiya's scroll grants her 1d10+3 temporary hit points for 3 hours, which can put her above her maximum hit points. When she takes damage, she loses these hit points first.

Fox's Cunning Feiya's potion grants the drinker a +4 enhancement bonus to Intelligence for 3 minutes. If she drinks it herself, the DC of her spells and hexes increases by 2, as does her bonus on some skills.

Fly Feiya's scroll grants a touched target a fly speed of 60 feet and a +6 bonus to Fly checks for 5 minutes.

Glitterdust Creatures in a 10-foot radius take -40 to Stealth and lose the benefit of *invisibility* and the like for 4 rounds. They are also blinded if they fail a DC 16 Will saving throw, but at the end of each of their turns, they can attempt the Will saving throw again to end the blindness.

Guidance Feiya can give a target she touches a +1 competence bonus that the target can use on any attack roll, saving throw, or skill check in the next minute.

Ill Omen Feiya can curse a target within 35 feet with bad luck. The creature must roll twice and take the lower result on its next d20 roll. A target that recognizes the spell can negate one reroll by spending a move action to utter a brief prayer.

Mage Armor Feiya's wand grants a touched target a +4 armor bonus to AC for 1 hour.

Message Feiya can whisper messages to the target for 40 minutes as long as the target remains within 140 feet and isn't obstructed. The target can respond each time Feiya sends a whisper. Nearby creatures might overhear the messages (Perception DC 25).

Obscuring Mist Feiya conjures a mist in a 20-foot-radius spread centered on her for 4 minutes or until wind dispels it or a fire spell burns it away. Until then, the mist blocks vision (even darkvision). Attacks

against adjacent creatures in the mist suffer a 20% miss chance from concealment, and creatures farther into the mist have total concealment (50% miss chance, and they can't be targeted by sight).

Reach Metamagic Rod Feiya's metamagic rod allows her to extend the range of her spells of 3rd level and lower 3 times per day, increasing the range of spells that normally reach 35 feet to 140 feet, and spells that normally reach 140 feet to 560 feet.

Shield of Faith Feiya can give a touched target a +2 deflection bonus to AC for 4 minutes. This also increases touch and flat-footed AC and CMD.

Tongues Feiya's scroll grants a touched target the ability to understand and speak the languages of all intelligent creatures (but not animals) for 30 minutes. The target can understand all languages simultaneously but can only speak one language at a time.

Vomit Swarm As a standard action, Feiya can vomit forth a swarm of spiders that lasts for up to 4 rounds or until it is reduced to 0 hit points. The swarm occupies 4 squares. The swarm attacks creatures in its area unless Feiya spends a standard action to redirect it.

Spider Swarm The spider swarm has the following statistics.

AC 17, touch 17, flat-footed 14; **hp** 9; **Fort** +3, **Ref** +3, **Will** +0; **Immune** weapon damage; **Speed** 20 ft., climb 20 ft.; **Melee** swarm (1d6 plus poison); **Special Attacks** distraction (creatures in the swarm must succeed at a DC 11 Fortitude saving throw or be nauseated for 1 round), poison (creatures in the swarm must succeed at a DC 11 Fortitude saving throw or take 1d2 Strength damage; if they fail, they must attempt the save again the next round)

Web Feiya can create a 20-foot-radius web anchored to two solid supports on opposite sides (such as walls) that lasts for 40 minutes. A creature in the web must succeed at a DC 16 Reflex saving throw or be grappled. Grappled creatures can break free as a standard action with a DC 16 combat maneuver check or Escape Artist check. A creature trying to move through the web must succeed at a DC 16 combat maneuver check or Escape Artist check as a part of its move action or become grappled in the first square of webbing it moved into. Creatures with 5 feet of web between them have cover against each other's attacks, and creatures with 20 or more feet of web between them have total cover. The web is flammable. A burning web deals 2d4 points of fire damage per round.

Formative years spent away from civilized society have left Feiya lacking in social graces, but her temper flare-ups are countered by her loyalty to her friends. She relishes travel and gladly embraces the Desnan faith, hoping to learn who she truly is—and what entity fosters her magical abilities.



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WITCH LEVEL 7

Feiya may one day try to track down the parents she barely remembers, but for now she is content to roam the world, relishing her freedom, seeking new experiences, and developing her newfound power.

FEIYA

Female human witch 7 (*Pathfinder RPG Advanced Player's Guide* 65)
CG Medium humanoid (human)

Init +8; **Senses** Perception +3

DEFENSE

AC 15, touch 14, flat-footed 12 (+1 deflection, +2 Dex, +1 dodge, +1 natural)
hp 65 (7d6+35)

Fort +7, **Ref** +6, **Will** +8; +2 trait bonus vs. fear

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d4/19–20) or
quarterstaff +3 (1d6)

Ranged light crossbow +5 (1d8/19–20)

Special Attacks hexes (cackle, evil eye, flight, fortune, healing, misfortune)

Witch Spell-Like Abilities (CL 7th; concentration +12)

At will—*feather fall* (self only)

1/day—*levitate* (self only)

Witch Spells Prepared (CL 7th; concentration +12)

4th—*dimension door*, *enervation*

3rd—*dispel magic*, *heroism* (2)

2nd—*glitterdust* (2, DC 17), *vomit swarm*^{APG}, *web* (DC 17)

1st—*ear-piercing scream*^{UM} (DC 16), *ill omen*^{APG} (2), *mage armor*,
obscuring mist, *shield of faith*

0 (at will)—*dancing lights*, *detect magic*, *guidance*, *message*

Patron Wisdom*

STATISTICS

Str 10, **Dex** 14, **Con** 17, **Int** 20, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +3; **CMD** 17

Feats Alertness*, Dodge*, Extra Hex^{APG}*, (2), Improved Initiative*, Toughness*

Traits Reactionary^{APG}*, Stoic Optimism^{ISG}*

Skills Craft (alchemy) +9, Diplomacy +5, Fly +12, Heal +5, Intimidate +3, Knowledge (arcana) +15, Knowledge (dungeoneering) +6, Knowledge (engineering) +6, Knowledge (geography) +6, Knowledge (history) +9, Knowledge (local) +6, Knowledge (nature) +15, Knowledge (nobility) +6, Knowledge (planes) +9, Knowledge (religion) +6, Linguistics +9, Perception +3, Sense Motive +3, Spellcraft +15, Swim +4, Use Magic Device +9

Languages Celestial, Common, Giant, Hallit, Minkaian, Skald, Sylvan, Tien, Varisian

SQ witch's familiar (fox named Daji)

Combat Gear *potion of bear's endurance*, *reach metamagic rod*^{APG} (lesser), *scroll of break enchantment*, *scroll of death ward*, *scroll of false life*, *scroll of fly*, *scroll of neutralize poison* (CL 7th), *scroll of tongues*, *wand of cure light wounds* (13 charges), *wand of mage armor* (10 charges), acid; **Other Gear** dagger, light crossbow with 20 bolts, quarterstaff, *amulet of natural armor* +1, *belt of mighty constitution* +2, *cloak of resistance* +2, *headband of vast intelligence* +2, *ring of protection* +1, backpack, scroll cases (2), spell component pouches (2), waterskin, 407 gp

*The effects of these abilities are included in Feiya's statistics.

SPECIAL ABILITIES

Hexes Feiya has the following hexes. Unless otherwise noted, using a hex is a standard action that does not provoke attacks of opportunity.

Cackle As a move action, Feiya can cackle madly to extend the duration of her evil eye, fortune, and misfortune hexes on all creatures within 30 feet by 1 round.

Evil Eye The evil eye hex imposes a –2 penalty on one of the following (Feiya's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This penalty lasts for 8 rounds (Will DC 18 to reduce the duration to 1 round).

Flight Feiya can fly at a speed of 60 feet and gains a +6 bonus on Fly checks. She can use this ability for a total of 7 minutes a day and divide the time into 1-minute increments. This hex also grants the *feather fall* and *levitate* spell-like abilities listed in her stat block.

Fortune For 1 round, one creature within 30 feet can roll any ability check, attack roll, save, or skill check twice, taking the better result. A creature can benefit from this hex at most once every 24 hours.

Healing Feiya can restore 2d8+7 hit points to a creature she touches. A creature can benefit from this hex once every 24 hours.

Misfortune Feiya grants a creature within 30 feet misfortune for 1 round. The creature must roll all ability checks, attack rolls, saving throws, and skill checks twice, taking the worse result (Will DC 18 negates). A creature can be the target of this hex once every 24 hours.

Familiar Feiya's familiar, a fox named Daji, has these statistics:

Size Tiny; **Init** +2; **Senses** low-light vision, scent; **AC** 18, touch 14, flat-footed 16; **hp** 32; **Fort** +3, **Ref** +4, **Will** +6; **Defensive Abilities** improved evasion; **Speed** 40 ft.; **Melee** bite +3 (1d3–1); **Str** 9, **Dex** 15, **Con** 13, **Int** 9, **Wis** 12, **Cha** 6; **Feats** Skill Focus (Perception); **Skills** Acrobatics +2 (+6 when jumping), Diplomacy +4, Fly +16, Heal +2, Intimidate –1, Linguistics +3, Perception +8, Spellcraft +6, Survival +1 (+5 to track by scent); **SQ** empathic link, store spells



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Alertness Feiya gains the Alertness feat (+2 bonus on Perception and Sense Motive checks) when Daji is within arm's reach.

Empathic Link As long as Feiya and Daji stay within 1 mile of each other, they know each other's general emotions.

Improved Evasion When Daji attempts a Reflex saving throw for half damage, he takes half damage on a failed save and no damage on a successful save.

Store Spells Daji stores all of Feiya's spells. Feiya prepares her spells by spending 1 hour each day communing with Daji. Feiya can prepare the following spells instead of the spells she currently has prepared: 1st—*burning hands*, *command*, *comprehend languages*, *cure light wounds*, *enlarge person*, *identify*, *mount*, *remove sickness*^{UM}; 2nd—*find traps*, *owl's wisdom*; 3rd—*magic vestment*, *remove curse*, *remove disease*; 4th—*ice storm*.

Spells and Gear Feiya's spells and gear are described below.

Break Enchantment Feiya has to roll 1d20+7 against DC 10 to use this scroll. After one full minute of casting, Feiya can remove many negative effects from up to 9 targets within 45 feet of her and all within 30 feet of each other. For each enchantment, transmutation, and curse on a victim that can be removed by *dispel magic* or *stone to flesh* or that is spell level 5 or lower, Feiya rolls 1d20+9 against a DC of 11 + the effect's caster level to remove the effect.

Cat's Grace Feiya's potion grants its drinker a +4 enhancement bonus to Dexterity for 3 minutes.

Cure Light Wounds Feiya's wand heals a touched target for 1d8+1 points of damage. If she casts it as a spell, it heals 1d8+5 damage.

Death Ward Feiya's scroll grants a touched creature a +4 morale bonus on saving throws against death and death effects and allows the creature to always attempt a saving throw against such effects. It grants immunity to energy drain and negative energy and temporarily suppresses the effects of negative levels. It lasts for 7 minutes.

Dancing Lights Feiya can create up to four glowing lights that shed light in a 10-foot radius. She can move them 100 feet per round.

Detect Magic Feiya can notice magic in a 60-foot cone. If she concentrates, she can determine the number of magic auras on the next round and then attempt to learn more on the round after that.

Dimension Door Feiya and up to 2 touched allies (or one Large ally) suddenly teleport up to 680 feet in whatever direction she specifies. Feiya cannot take any more actions this turn.

Dispel Magic This spell ends one ongoing spell cast on a creature or object, suppresses a magic item, or counters another spellcaster's spell. If a spell is affecting a target or area, dispelling it requires Feiya to succeed at a dispel check (1d20+7) against a DC of 11 + the spell's or item's caster level, or the spell's DC.

Ear-Piercing Scream Feiya deals 3d6 points of sonic damage to a target within 40 feet and dazes it for a round. If it succeeds at a DC 16 Fortitude save, it takes half damage and avoids being dazed.

Enervation Feiya fires a ray that makes a ranged touch attack at +5 against a target within 40 feet. If it hits, the target takes 1d4 negative levels, debuffing most d20 rolls as well as spellcasting ability.

False Life Feiya's scroll grants her 1d10+3 temporary hit points for 3 hours, which can put her above her maximum. When she takes damage, she loses these hit points first.

Feather Fall Feiya can target up to 7 creatures within 40 feet and all within 20 feet of each other, causing them to fall more slowly. For the next 7 rounds, they do not take falling damage. Large creatures count as 2 creatures, and Huge creatures count as 4.

Fly Feiya's scroll grants a touched target a fly speed of 60 feet and a +6 bonus to Fly checks for 5 minutes.

Glitterdust Creatures in a 10-foot radius take -40 to Stealth and lose the benefit of invisibility and the like for 7 rounds. They are also blinded if they fail a DC 17 Will save, but at the end of each of their turns, they can attempt the Will save again to end the blindness.

Guidance Feiya can give a target she touches a +1 competence bonus that the target can use on any attack roll, saving throw, or skill check in the next minute.

Heroism Feiya can give a touched target a +2 morale bonus on attack rolls, saving throws, and skill checks for 70 minutes.

Ill Omen Feiya can curse a target within 40 feet with bad luck. The creature must roll twice and take the lower result on its next two d20 rolls. A target that recognizes the spell can negate one reroll by spending a move action to utter a brief prayer.

Levitate Feiya can choose herself or a willing creature or object within 40 feet. As a move action, she can move the target up to 20 feet up or down each round for 7 minutes.

Mage Armor Feiya's spell grants a touched target a +4 armor bonus to AC for 7 hours. Her wand grants the bonus for 1 hour.

Message Feiya can whisper messages to the target for 70 minutes as long as the target remains within 170 feet and isn't obstructed, and the target can respond each time Feiya sends a whisper. Nearby creatures might overhear the messages (Perception DC 25).

Neutralize Poison Feiya's scroll allows her to attempt to remove poison from a poisoned creature by rolling 1d20+7 against the poison's save DC. She can instead suppress the poison in a poisonous creature or object for 70 minutes (Fortitude DC 16 negates for the creature).

Obscuring Mist Feiya conjures a mist in a 20-foot-radius spread centered on her for 7 minutes, or until wind dispels it or a fire spell burns it away. Until then, the mist blocks vision (even darkvision).

Attacks against adjacent creatures in the mist suffer a 20% miss chance from concealment, and creatures farther into the mist have total concealment (50% miss chance, and they can't be targeted by sight).

Reach Metamagic Rod Feiya's metamagic rod allows her to extend the range of her spells of 3rd level and lower 3 times per day, increasing the range of spells that normally reach 40 feet to 170 feet, and spells that normally reach 170 feet to 680 feet.

Shield of Faith Feiya can give a touched target a +3 deflection bonus to AC for 7 minutes, which increases touch AC, flat-footed AC, and CMD.

Tongues Feiya's scroll grants a touched target the ability to understand and speak the languages of all intelligent creatures (but not animals) for 30 minutes. The target can understand all languages simultaneously but can only speak one language at a time.

Vomit Swarm As a standard action, Feiya can vomit forth a swarm of wasps that lasts for up to 7 rounds or until it is reduced to 0 hit points. The wasp swarm occupies 4 squares. The swarm attacks creatures in its area unless Feiya spends a standard action to redirect it.

Wasp Swarm AC 15, touch 15, flat-footed 14; **hp** 31; **Fort** +5, **Ref** +3, **Will** +3; **Immune** weapon damage; **Speed** fly 40 ft. (good); **Melee** swarm (2d6 plus poison); **Special Attacks** distraction (a creature in the swarm must succeed at a DC 13 Fortitude saving throw or be nauseated for 1 round), poison (a creature in the swarm must succeed at a DC 13 Fortitude save or take 1 Dexterity damage; it must keep attempting this save each round until it succeeds or until it has taken 4 Dexterity damage)

Web Feiya can create a 20-foot-radius web anchored to two solid supports on opposite sides (such as walls) that lasts for 70 minutes. A creature in the web must succeed at a DC 17 Reflex saving throw or be grappled. Grappled creatures can break free as a standard action with a DC 17 combat maneuver check or Escape Artist check. A creature attempting to move through the web must succeed at a DC 17 combat maneuver check or Escape Artist check as a part of its move action or become grappled in the first square of webbing it moved into. Creatures with 5 feet of web between them have cover against each other's attacks, and creatures with 20 or more feet of web between them have total cover. The web is flammable. A burning web deals 2d4 points of damage per round to creatures within it.

Feiya relishes travel and embraces the faith of Desna, hoping that her wanderings may cast more light on who she really is—and what entity fosters her magical abilities.