

# A Witch's Guide to Shutting Down Enemies

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I played a witch and enjoyed it immensely. One of the things that I focused on is screwing enemies over so badly that killing them is a mercy. In my free time, I sat down and thought about how to do that most effectively. My thoughts on the matter are below but I am opening this up to discussion and review [here](#). I expect that the wonderful people on the boards will have plenty of great things to add to this guide.

This is for a specific build of witch and won't work with all witches. If you are playing a healer, a charmer, or a generally good at everything witch, this guide isn't for you.

## Part One: Building a Witch That People Fear

There are a few great guides on this and I highly recommend looking through them. The three that I use the most are [The Viking Irishman's Witch Guide](#), [Rolling on the Floor Cackling](#), and [Hubble, Bubble, Toil, and Trouble](#). They all offer great advice to building witches of all kinds, and the opinions expressed there are ones I endorse.

I personally build my witches to focus on screwing over a single target, most of the time permanently. To do that there are a few things to keep in mind. Initiative, hex and spell DCs, hex choices, spells choices, and skill choices are all important to this build. Neglecting one might mean you won't be effective in your goal of shutting enemies down.

### ***Initiative***

Acting first means you can lay down the hurt early. You can gain a high initiative through several means. Dexterity should be your second highest ability score, meaning you should have about a +2 bonus. Having the Compsognathus grants you a +4 to initiative. The Reactionary trait will give you another +2 bonus, and the Improved Initiative grants a +4 bonus. All together you have about a +12 bonus, which is enough to go first in almost every combat. There are other ways to improving initiative, but these are the most basic and you honestly don't need a bonus higher than +12. You don't have to build your character with all of these bonuses though, as having a bonus of about +6 should help you go first about half the time.

Why is going first important? You want to be sure your enemy starts with a disadvantage from the very beginning. By going first, you set the stage for the combat and are able to gain control very early. If you don't go first, you might find that things fall outside of your control because you were not able to act fast enough. Additionally, if you shut someone down quickly you ensure that the damage they cause is to a minimum. Consider the first round of combat to be the most important as well. If you start out last and the monster with the grab ability charged in and

grappled your main damage dealer, you may find that your party is going to struggle for a couple of rounds. On the other hand, if you went first and were able to use an effective debuff that monster will have a harder time grappling or even hitting your ally.

## **Hex and Spell Difficulty Class**

The two basic ways to keep your DCs high are through Intelligence modifier and feats. While officially there is no black and white way to increase hex difficulty classes through feats, some recommend the Ability Focus feat from the Bestiary. You can also look into the Hex Focus feat from Super Genius Games's PDF *Advanced Options: Witch's Hexs*. Both of those options are up to GM approval, so don't count on them if you are looking to build a PFS legal witch. You can increase the DCs for spells with Spell Focus, especially if you have spells in a single school you use frequently. There is also the feat Witch Knife for patron spells. Lastly, anything you can do to increase Intelligence is going to be great for you and your DCs. Never pass up an opportunity to boost that ability score, and grab Headbands of Vast Intellect as soon as you can.

## **Hex Choices**

The big three here are Evil Eye, Misfortune, and Cackle. Do not build a witch without these three, and grab them early if you feel you can afford Extra Hex as a feat in your first or third level. Your ability to make enemies wish they never climbed out of bed that morning rely on those hexes.

Evil Eye is my favorite hex. You can use it over and over again on the same enemy, you can use it to debuff everything and anything on a target, and you have at least a single round of use from it. Your party is going to love you for this hex alone if you use it right.

Misfortune is a hex that you need to set up an enemy for. This is because you want this to stick. The Accursed Hex feat is going to be your friend in using this hex as well, as it will provide you a second opportunity to try it on an enemy who made their save. Once you have this stuck on an enemy, they roll twice and take the lowest for almost every roll. Their average die roll drops from 10.5 to 7, the chances of rolling a 20 moves from 5% to less than 1%, and the chances of rolling a 1 jump from 5% to just about 7%. Your spells and hexes are going to benefit the most though, as this hex will carry much of the weight on making the foe fail their saves.

Cackle has been referred to as crack-le. You never, ever want to use Evil Eye or Misfortune without this hex. This will keep your enemy debuffed and failing in life. It extends Evil Eye and Misfortune by one round, so once you use them you need to cackle. Don't ever forget to cackle, or you might find that your best laid plans have gone to waste. There is an item called the Cackling Hag's Blouse that allows you to cackle as a swift action twice per day. I highly recommend that item.

Slumber is on top of the list of hexes that I have heard GMs complain about. This is one of those hexes you should grab early, mostly because it can shut down a combat before it even starts. There is no limit to HD like the spell *sleep* has, so you can hit the big villains with this so long as

they are not immune to sleep or mind-affecting effects.

Outside of those, there are plenty of great options. The Agony hex is okay on spellcasters, while the Retribution hex is okay for melee brutes. If you don't ride a mount and want to fly, Flight is great. There is no shortage of good hexes, so feel free to find what fits you best.

## Spell Choices

The witch is full of flavorful and wonderful spells, and almost all of them are worthy of constant use. However, for this build you need to construct your spell list to focus on screwing people over. There are a few spells that I swear by, each one useful in making someone's life miserable. This list is sure to expand as I continue reviewing and writing guides to the spells, but for now I will list the fundamentals you need to use with this specific build.

The spell you will be using the most early on is *ill omen*. If you are lucky you can use this set up another spell or the Misfortune hex, which replaces the need for this spell once someone has it affecting them. I used to suggest that you could use the ready action rules to cast this right before your turn so that it would take effect for a saving throw against one of your other spells or hexes. The rules don't work that way unfortunately. The best strategy is to use it so that the spell is used to help an ally's spell or special ability, or for an ally to use it for one of yours.

Outside of that spell, the spells I keep prepared the most are *bestow curse*, *blindness/deafness*, *ear-piercing scream*, *enervation*, *hold person*, and *lipstich*. There are other spells that I have prepared, but these are my favorites.

*Enervation* is a spell that you will be spamming more than *ill omen*, and you probably will be relying this to debuff higher level challenges early in a combat. You will have to wait until mid-levels to prepare it, but you could get away with scrolls of it if you want to spend the gold.

Spells like *blindness/deafness*, *hold person*, and *lipstich* are going to be what I call "capstone spells." You only cast these once you are certain the saves are going to be failed, and you do so to finish off the target. Once you have cast these spells your foe is finished and no longer a real threat to you or your party. *Bestow curse* is another spell that you can use as a capstone, but I often use it to set up for *hold person* or some other spells.

## Skill Choices

Know your enemy and make them fear you. Do not neglect Knowledge skills, because if you do, you are going to have a difficult time figuring out how to destroy your enemies. Always, always take that free action to roll a knowledge skill if you have one that applies. Make that your first action of all combats. Learn anything you can about what you are fighting early on, and keep notes. If you discover what the target's saves are, make a note and start planning accordingly. Doing this will help you in the long run because it will help you will fall into good action habits and you won't have to take long periods of time figuring out what to do. You will know the moment you have the needed information on what you need to do in combat. What information

should you know? Saves, immunities, resistances, spell resistance, and weaknesses. Everything relies on understanding those pieces of information, and some GMs allow you to learn them through the Knowledge skills.

Once you know what you are dealing with, work with your party to intimidate it if possible. You may need to use that skill, but if you have someone else willing to help out, then all the better. If in the first round of combat you can lay down Evil Eye and Intimidate you can have a total of -4 just on saves, so don't skimp on that skill and slap your party if someone doesn't have ranks in it. The DC is actually pretty easy to hit for a Charisma based character, being only  $10 + HD + Wis\ Mod$ . If you are a 3rd level character optimized for Intimidate you should have a modifier of about +10 and the DCs are around 17. That means you have an excellent chance at one round of shaken and a good chance at two or more rounds.

## ***Other Considerations***

### **Race**

Look at those guides I mentioned earlier to read more on this. There are a few things you want to consider though. Stat bonuses are at the top of the list, with Intelligence bonuses being a must. Favored class options are another thing to look at, with additional hexes, increases to hex range, and increases in CL being the best options. More spells to those known by familiars isn't all that bad, especially in later levels when the scrolls are a bit expensive. Of course there are racial traits to consider. Those that help spellcasting or important skills are the best, but any trait that you think will use is good.

Elves are the race best built for intelligence bases spellcasters, as they have a +2 for Dexterity and Intelligence, and a +2 to overcome SR. Their weapon familiarity is nice as well, but witches shouldn't be using weapons as long as they have hexes and spells to use.

Humans are another excellent choice, with the extra feat allowing you to pick Extra Hex or another powerful feat at 1st level. The extra skill points are useful as well, as you can never have too many ranks in your Knowledge skills.

My personal favorite is the Ratfolk. They have a +2 to Dexterity and Intelligence and are small sized. Their tinker racial trait boosts Perception and Use Magic Device, and the small size gives a bonus to AC and stealth. The small size also allows them to ride Medium sized mounts just about anywhere. Lastly, the ratfolk have the favored class option of extending the range of one hex by 5 feet, and who wouldn't want that?

There are other great options, but once again I am going to point you towards other guides to learn the details.

### **Your Party Members**

Work with your party members early to assist you in your goal of shutting down enemies. I

touched on the Intimidate skill, but there are other ways they can help you. If you have other spellcasters in the party, they can assist by casting debuff spells to help prepare targets. If you can lay down a penalty of -6 in the first round as a party, you should be able to shut down a foe in the first or second round.

Also, work with your party to keep you close to enemies but out of danger. You want to be within 20 feet of a foe, mostly to allow for some room to move around without leaving the 30 foot sweet zone. Witches are pretty useless outside of that zone, as most of their hexes won't work beyond that, so you are going to have to risk being in danger a great deal of the time. Your party can assist you by being a bigger target and standing between you and danger, so work with them to build good defenses.

Lastly, you don't want to be the in combat healer. That isn't your job with this build. Have someone else do it and be insistent that you can't. If you have to take a round to heal someone, you are allowing an enemy to do far greater harm for another round. Remember, damage prevention is better than healing.

TarkXT wrote a [great guide](#) that explains party roles and how to maximize your party's efficiency. Be sure to read it and talk to your group about it. In that guide, this build is called an anvil. Pay attention to what he talks about when it comes to the anvil's role in combat and how they help the party.

## **Equipment**

A Headband of Vast Intellect is your top priority, and keeping that upgraded until you have a +6 should be a high goal. This item will provide you so many benefits that the cost is worth it. You will have higher DCs, more spells to cast, and full ranks in needed skills. The earlier you have the +6, the better, so save up as soon as you can.

Metamagic rods are a must. Quickened Metamagic rods are super expensive, but worth every copper piece. If you can, try to convince your party to help you buy one as soon as you can find them. Your GM might make this item hard to find but be relentless in your quest for rods. There are plenty of other rods worth buying, so look at the guides for which metamagic feats to take.

Scrolls and wands are a must. Save up for wands of spells you are going to spam, scribe scrolls (if there is time and you have the feat) of those you either don't use too often or always need one or two more of. Do not skimp on these items, as running out of spell options is a bad thing.

Any item that boosts your spell casting is great. Once you discover one, make it a life quest to obtain one. For example in the book Pathfinder Society Field Guide there is an item called Dweomer's Essence that gives a +5 bonus to overcoming Spell Resistance. It is a one use item, but worth having a few of in case you come across something with high SR.

## **Mounts**

These are honestly only fully effective for small sized characters in low levels, but worth it for

medium characters if you are playing in a wilderness game. They are great when used and will be one of your best investments. Riding a war trained mount is so easy that not having Ride as a class skill isn't an issue. To guide a mount with your knees is a DC 5, so throwing a few ranks in the Ride skill will mean you won't even need to roll for the check. You don't have to make a Ride check to cast spells from the mount, but you might have to make concentration checks if the mount double moved. If you are attacked, you could use the mount as cover, though doing so could be hazardous to the mount's health.

The main advantage of riding a mount? You are able to move in and out of hex range without having to use a move action of your own. You could even have the mount double move if you need it, as doing so won't make hexing someone harder. This is great for when you want to hex and cackle but need to move closer to the target.

Most people will point out that witches won't boost their mounts like cavaliers or druids do, and thus your mount is going to die frequently after a certain point. While it is true that your mount is going to be more vulnerable to death after a certain level, you shouldn't be putting the mount in danger often enough to need to replace it every combat until about level 10. Most enemies are going to target you, not the mount, and the most common danger is going to be area effects. Fireballs and other area effects are something that you should be staying out of and preventing, as spellcasters are at the top of the shut-down list.

You can gain a mount that levels with you though. You may not want to give up the feat slot, but Leadership is the best way to gain a mount that gains in strength as you level. Work with your GM on this one though, as not all of them are pleased with that feat. Animals qualify for cohorts, and should be able to gain additional HD, but I haven't yet found rules that prevent them from taking levels in warrior or fighter. However, you could find intelligent cohorts that you could ride, but those are up to GM approval.

You can also purchase magical items to help keep death away from your mount. It may be expensive, but can be worth it.

Lastly, when your party is being buffed out, your mount should be included. Things like *stoneskin* and *shield other* will go a long way to keeping the mount alive.

## **Part Two: Doing Your Job Well**

It isn't enough that you have the scariest character NPCs are ever going to meet, you need to do your job so well that future NPCs fear you and work hard (and fail,) to shut you down. It actually isn't that hard to do your job, especially if you have a kick ass party that supports you and works to make your job easier. For the most part you will be following the same formula and taking the same order of actions. This will make you somewhat predictable, which can make a GM's job easy when they want to challenge you. However, the witch class has so many great options that are effective at any level of play that it won't be hard to improvise should the challenge call for it.

## **Consideration #1: Targeting**

Witches are built to handle single targets really, really well and have few ways to affect multiple foes in a round. Until you can take the Split Hex feat you should only worry about one enemy at a time. Sure there are times when enemies are suddenly lined up for a good *lightning bolt*, and you should take advantage of those opportunities, but single targets are going to be your focus the majority of the time.

### **How do you pick the best single target?**

Knowledge skills, personal player knowledge, and common sense are going to be your top tools in target acquisition. Your party is also going to help in choosing a target, because you are either going to target someone they are not focusing on or you are going to work with them to shut down the biggest threat early.

Step 1 is rolling any needed knowledge checks. Not all combats will need them, either because you have encountered the creature before or they are an NPC with class levels you can easily identify. GMs seem to use the knowledge rules in their own special way, so learn early how to glean information from your checks.

Player knowledge is extremely important. I do not endorse metagaming, but you should at least know which creature types are not going to work with your most used hexes and spells. For example, the Evil Eye hex is mind affecting and thus will not work on constructs, plants, and some undead. This type of information is considered common sense at most tables, so don't feel guilty using it. What you should avoid is memorizing the saves for all the creatures in the Bestiary. Being able to take advantage of that information is not cool. You might also be able to benefit on your knowledge of other classes, their expected saves, and their abilities, but do your best to not metagame.

Common sense is going to assist you the most. Each combat is going to have its own needs and so there isn't a clear cut common sense that covers everything. Be verbal with your party, design an early strategy, and don't be afraid to change plans once you learn new information. Sometimes you will start a combat targeting a strong foe with a specific plan you think will work but after a few rounds you discover that you really should have been focusing on a completely different target. Observe, adapt, and learn early on so you don't make mistakes later. That is how you are going to build your common sense.

What targets do I typically go after?

- 1) Spellcasters - These will mess up your party the most, and there are so many ways that they can do this. Early shut down will mean an easier combat
- 2) Hard-hitting range combatant - archers can take full attacks at range, so take them out before they slowly sap the health of you and your party.
- 3) Foe with dangerous ability - Confusion, level drain, or grab are examples of dangerous abilities. Keeping a foe from using their abilities will keep your party alive longer.
- 4) Hard-hitting melee combatant - Those big hitters will take huge chunks of health out of allies, or one-shot you if you are unlucky. Hit these if your party isn't focusing on them or they turn out

to be really tough to kill.

5) Everyone else

## **Consideration #2: The First Few Rounds of Combat**

The first couple of rounds are the most important. Sure, later rounds may have actions that become turning points, but the first few rounds set the tone and often determine how difficult the fight will be. If you want to shut someone down, don't spend your first round buffing a party member. Instead, do your job from the very start and start debuffing as early as possible.

Here is my general strategy. It doesn't cover everything, but this is the framework I build upon. This is also covering a wide range of levels, starting as early as level 3. If you don't want to read through a bunch of If/Then statements, skip it and I will lay out a list of debuffs that should be in place when you hit your target with a capstone spell.

You can skip the round-by-round if you wish. I have a summary below it.

### **Pre-Combat**

- Try to be within 30 feet of the target.
- Have needed wands or scrolls in hand.
- If good with range and prep, use surprise round to debuff a target.

### **Round 1:**

- Knowledge Check, if needed.
- Move into hex range (if you are riding on a mount, this is a free action for you.)
- Evil Eye (saves) if you can Cackle, Intimidate if you can't. If the target has a low Will save you may be able to use Evil Eye without Cackling.
- Cackle (If you have that move action. Once again, I love mounts.)
- If you don't Intimidate, have a party member do it.
- If you can quicken *enervation*, do so.

Total debuffs at the end of round 1: -2 to -10 to saves

### **Round 2:**

- Evil Eye (saves) if you didn't the round before.
- If Evil Eye is up from Round 1 and you can quicken *ill omen*, do so and then hit the target with the Misfortune hex.
- Cackle to extend Evil Eye and Misfortune, if needed.
- If party members didn't use Intimidate or debuff that sickens in round 1, they should do so now.
- You may be able to skip the Misfortune Hex and just hit them with a capstone spell.

Total debuffs at the end of round 2: -6 to -10 to saves, and they might be rolling twice and taking the lowest. Possibility of a shut down target.



### Round 3:

- If they saved against your Misfortune Hex in round 2 and you have the Accursed Hex, try again.
- If they have the Misfortune Hex working on them, and the penalties are severe enough that you feel comfortable enough, hit them with a capstone spell. (More on them in a bit.)
- If Misfortune is up and you want more penalties, try *bestow curse* (-4 to all saves) or some other spell that hits saves hard.
- If you can quicken *enervation*, do so. Even if you already did it once.
- Cackle.

Total debuffs at the end of round 3: -6 to -20 to saves, target is rolling twice and taking lowest, and they are possibly shut down

### Round 4:

- If Misfortune went into effect in round 3, you may hit them with further debuffing or a capstone spell. The capstone spell shouldn't be cast later than round 5.
- If you shut down your target, pick a new target and repeat.
- If you were successful with sticking Evil Eye, Misfortune, Intimidate, *ray of sickening*, *enervation*, and *bestow curse*, but didn't cast a capstone spell, do so now.
- If the target has been difficult up to this point and has made almost all of their saves, reassess the situation and consider switching targets. If there are no other targets, find another way to be useful in combat.

Total debuffs at the end of round 4: -4 (Intimidate rarely lasts this long,) to -20, target is rolling twice and taking lowest, and they should be shut down by now.

### Skipped The Round by Round?

No problem. Here is a list of debuffs that you can easily have in place over the course of no more than four rounds.

Evil Eye (saves): -2 (-4 at level 8)

Intimidate: -2

*Enervation*: -1 to -4

*Ray of Sickening*: -2

*Bestow Curse*: -4 (For the overkill. Granted, the 50% to do nothing is a better option.)

Misfortune: Roll twice and take the lowest

-16 to saves is the maximum, assuming you only cast *enervation* once and you rolled a 4. That might seem excessive, but it isn't for high level BBEGs. Also, overkill is so underrated.

## Two Round Takedown

This was covered in the round by round, but I want to make it clearer here. To start, you need to be within 30 feet of your target, so use the surprise round to move closer if you need it.

In round 1, you use Evil Eye (saves) and Cackle. I don't expect that you will be able to quicken *enervation* until high levels, but if you can it will help. Your party members use Intimidate and anything else they want that can lower saves.

In round 2, you quicken *ill omen* and then cast your capstone spell. With luck, the target has failed all saving throws up to this point and has a total of no less than -4 to their saves. With *ill omen* forcing them to roll twice and taking the lowest on the save for the capstone spell, chances are they are going to be out of the fight. If you were first in combat, this means they didn't have a second turn.

This won't work on tougher enemies a few levels ahead of you. For those you should use your second round to further debuff the target.

## Consideration #3: Your Target's Saves and Abilities

There is no such thing as a silver bullet when it comes to spells. That is, there isn't one spell that serves all of your needs. You might argue that *wish* is that spell, but it is so high level and high cost that it isn't worth using most of the time. Besides, it isn't a combat spell. Instead of trying to find a single spell to use on everyone, have a few spells that fit narrower situations that you can pull from. The common sense I talked about earlier is going to help here, so don't pack it away after you have picked a target.

## Spellcasters

Use *vomit swarm* in the first round of combat, if possible. That swarm will force them to make concentration checks and keep them from being completely effective. Outside of that, try to use *blindness/deafness*, *lipstich*, *steal breath*, or any other spell that will prevent spellcasting. You may need to focus on keeping them out of the fight while your party handles anyone protecting them.

The cleric, druid, and magus are examples of spellcasters with high Fortitude and Will saves. You may need to work harder to shut down these spellcasters, so play these targets closer to the chest and be ready to use improvisation if your hexes and spells are not being effective.

## Low Fortitude Saves

You should be able to make the lives of these types of targets a living hell with spells like *blindness/deafness* and *lipstich*, but you could torture them with spells like *feast of ashes*, *fury of the sun*, and *cup of dust*. If you are merciful and are higher level, *suffocation*, *slay living*, and *destruction* seem like the fastest way to kill them with spells. You may want to hit them with the sickened condition with spells like *ray of sickening*, and *painstrike* so that you can use one of

your many Will save spells or Hexes.

### **1st Level Spells**

Chill Touch  
Ear-Piercing Scream  
Ray of Sickening  
Ray of Enfeeblement

### **2nd Level Spells**

Binding Earth  
Blindness/Deafness  
Blood Blaze  
Boiling Blood  
Burning Gaze  
Death Candle  
Feast of Ashes  
Fester  
Frostfall  
Fury of the Sun  
Lipstich  
Pox Pustules  
Sickening Strikes  
Steal Breath  
Steal Voice  
Unshakeable Cold

### **3rd Level Spells**

Cup of Dust  
Eldrich Fever  
Excruciating Deformation  
Howling Agony  
Pain Strike  
Ray of Exhaustion  
Screech  
Spit Venom  
Stinking Cloud

### **4th Level Spells**

Fleshworm Infestation  
Poison  
Touch of Slime

### **5th Level Spells**

Baleful Polymorph  
Blight

Cloudkill  
Contagion, Greater  
Painstrike, Mass  
Suffocation  
Symbol of Pain

### **6th Level Spells**

Binding Earth, Mass  
Epidemic  
Eyebite  
Fester, Mass  
Flesh to Stone  
Plague Storm  
Slay Living

### **7th Level Spells**

Symbol of Weakness

### **8th Level Spells**

Destruction  
Horrid Wilting  
Stormbolts  
Symbol of Death

### **9th Level Spells**

Polar Midnight  
Suffocation, Mass  
Wail of the Banshee

### **Low Will Saves**

The witch's spell list has far more Will save spells than any other type, so you won't be lacking options in this area. The Slumber hex and *hold person* (or *hold monster* at higher levels,) are going to be your main goto capstone spells for these types of foes. Both options allow someone to coup de grace your target, but you may want to keep them alive and cast other spells on them before letting them go.

### **1st Level Spells**

Cause Fear  
Delusional Pride  
Fumbletounge  
Hypnotism  
Inflict Light Wounds  
Lock Gaze  
Negative Reaction  
Sleep

Undine's Curse

### **2nd Level Spells**

Daze Monster  
Disfiguring Touch  
Enthrall  
Haunting Mists  
Hold Person  
Inflict Moderate Wounds  
Mad Hallucination  
Qualm  
Scare  
Shadow Anchor  
Unnatural Lust

### **3rd Level Spells**

Agonizing Rebuke  
Bestow Curse  
Cackling Skull  
Deep Slumber  
Hostile Levitation  
Loathsome Veil  
Marionette Possession  
Nature's Exile  
Nixie's Lure  
Pugwampi's Grace  
Reckless Infatuation  
Suggestion  
Unadulterated Loathing  
Visions of Hell

### **4th Level Spells**

Charm Monster  
Confusion  
Crushing Despair  
Curse of Magic Negation  
Daze, Mass  
Fear  
Forgetful Slumber  
Inflict Serious Wounds  
Moonstruck  
Phantasmal Killer  
Sleepwalk  
Symbol of Slowing  
Wandering Star Motes

**5th Level Spells**

Curse of Disgust

Curse, Major

Dominate Person

Feeblemind

Hold Person

Hostile Juxtaposition

Inflict Critical Wounds

Magic Jar

Mind Fog

Old Salt's Curse

Smug Narcissism

Summoner Conduit

Symbol of Sleep

Wind Blades

**6th Level Spells**

Cloak of Dreams

Inflict Light Wounds, Mass

Suggestion, Mass

Symbol of Fear

Symbol of Persuasion

Unwilling Shield

Vengeful Outrage

**7th Level Spells**

Bite the Hand, Mass

Harm

Hold Person, Mass

Hostile Juxtaposition, Greater

Inflict Moderate Wounds, Mass

Insanity

Plane Shift

Symbol of Stunning

Waves of Ecstasy

**8th Level Spells**

Antipathy

Charm Monster, Mass

Inflict Serious Wounds, Mass

Irresistible Dance

Prediction of Failure

Symbol of Insanity

### **9th Level Spells**

Dominate Monster  
Hold Monster, Mass  
Inflict Critical Wounds Mass  
Symbol of Strife

### **Low Reflex Saves**

You have very few options against someone who only has low Reflex saves, and none of them really shut down a target. *Lightning bolt* is pretty much the best lower level spell that require a reflex save, and all the others are just like it in the sense that all they do is deal damage.

### **1st Level Spells**

Burning Hands  
Mud Ball  
Touch of Combustion  
Web Bolt

### **2nd Level Spells**

Web

### **3rd Level Spells**

Gloombind Bolts  
Lightning Bolt  
Sepia Snake Sigil

### **4th Level Spells**

Web Cloud

### **5th Level Spells**

Damnation Stride  
Wreath of Blades

### **6th Level Spells**

Cone of Cold

### **7th Level Spells**

Chain Lightning

### **Other Spells**

There are plenty of other spells that you could use in your pursuits of shutting down an enemy. These spells don't have saves, and thus you can count on them to work more often than not. Use these to either help further debuff enemies or hinder them while you focus on other targets. I am not going to list every spell not covered yet here, just the ones that would help in shutting down baddies.

**1st Level Spells**

Ill Omen  
Obscuring Mist  
Summon Monster I

**2nd Level Spells**

Fog Cloud  
Summon Monster II  
Summon Swarm  
Vomit Swarm

**3rd Level Spells**

Ash Storm  
Dispel Magic  
Healing Thief  
Raging Rubble  
Rain of Frogs  
Sands of Time  
Sleet Storm  
Summon Monster III  
Vampiric Touch

**4th Level Spells**

Black Tentacles  
Debilitating Portent  
Enervation  
Ice Storm  
Solid Fog  
Summon Monster IV  
Volcanic Storm

**5th Level Spells**

Summon Monster V

**6th Level Spells**

Animate Objects  
Dispel Magic, Greater  
Summon Monster VI

**7th Level Spells**

Power Word Blind  
Scouring Winds  
Summon Monster VII



## **8th Level Spells**

Maze

Power Word Stun

Summon Monster VIII

## **9th Level Spells**

Elemental Swarm

Power Word Kill

Summon Monster IX

## **After The Capstone**

Do with them as you will. Your party will probably just coup de grace them if you were able to successfully use *hold person* or Slumber. You could keep them alive though, and if you are playing a non-good witch I suggest you do so just to cast a few more spells on them. Use *bestow curse* a few times, blind them, cast *lipstich* for the effect, or find your own combination of permanent effects. After that, send them on their way and enjoy the reputation of being a sadistic, fear inspiring witch. If they are smart, they won't seek revenge.

Okay, maybe that is a bit evil. There are benefits to keeping a foe alive though. The first one is information. It is always good to learn something new, and after what you put them through they should be willing to teach you. The second reason is redemption. If you are into that sort of thing, trying to non-lethally knock a foe out of combat is the best way to begin the redemption process. The last one is to gain a reputation. If everyone who ever saw your terrible power died, how would the world learn about it?