

Ann Scarecrow

CAMPAIGN

CHARACTER

EQUIPMENT			EQUIPMENT		
ITEM	QTY	WT.	ITEM	QTY	WT.
Backpack (2 gp)	1	2.00 lbs.	Ink (vial) (8 gp)	1	0.00 lbs.
Bedroll (1 sp)	1	5.00 lbs.	Inkpen (1 sp)	1	0.00 lbs.
Belt, Leather (2 sp)	1	0.00 lbs.	Magnet, Small (10 gp)	1	1.00 lb.
Blessed Bandage (10 gp)	2	0.00 lbs.	Money Belt (4 gp)	1	0.00 lbs.
Candle (5) (5 cp)	1	0.00 lbs.	Oil (pint) (1 sp)	1	1.00 lb.
Chalk, 1 piece (1 cp)	1	0.00 lbs.	Pot, iron (5 sp)	1	10.00 lbs.
Coin: cp (9) (9 cp)	1	0.18 lbs.	Potion Belt (1 gp)	1	1.00 lb.
Coin: gp (23) (23 gp)	1	0.46 lbs.	Quarterstaff (0 gp)	1	4.00 lbs.
Coin: sp (6) (6 sp)	1	0.12 lbs.	Sewing needle (5 sp)	1	0.00 lbs.
Dagger (2 gp)	1	1.00 lb.	Soap (per lb.) (5 sp)	1	1.00 lb.
Fishhook (2) (2 sp)	1	0.00 lbs.	Spell component pouch (5 gp)	1	2.00 lbs.
Flask (3 cp)	1	1.50 lbs.	Torch (2) (2 cp)	1	2.00 lbs.
Flint and steel (1 gp)	1	0.00 lbs.	Waterskin (full) (1 gp)	1	4.00 lbs.
1 - 38 lbs.	39 - 76 lbs.	77 - 115 lbs.	TOTAL WEIGHT CARRIED		36.26 lbs.
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD			

MONEY

CP - 9	GP - 23
SP - 6	PP -

LANGUAGES

Elven, Common, Sylvan

FEATS

Brew Potion
Combat Casting
Force of Personality
Simple Weapon Proficiency

SPECIAL ABILITIES

Witch, Brooms Magic Class Features

Brew Potion
Corruption: 0
Depravity: 0
Proficiency: Wizard Weapons Club
Proficiency: Wizard Weapons Dagger
Proficiency: Wizard Weapons Dart
Proficiency: Wizard Weapons Quarterstaff
Spells
Summon Familiar
Trackless Step

Ann Scarecrow's Witch, Brooms Magic Spells

Level:	0	1	2	3	4	5	6	7	8	9
Known:	14	14	14	--	--	--	--	--	--	--
Per Day:	6	7	5	--	--	--	--	--	--	--
PREP	SPELL NAME	DC	SAVE	CAST TIME	DURATION	RANGE				
0 LEVEL										
	Cure Minor Wounds	14	Will Half	1 Action	Instantaneous	Touch				
	<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S							
	<i>Desc:</i> Cures 1 point of damage (PH216)									
	Dancing Lights	14	None	1 Action	1 minute (D)	Medium (100 ft.+10 ft./level)				
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S							
	<i>Desc:</i> Create up to four lights that resemble torches or glowing spheres of light, or one faintly glowing humanoid shape (PH216)									
	Daze	14	Will Negates	1 Action	1 round	Close (25 ft.+5 ft./2 levels)				
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M							
	<i>Desc:</i> This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions (PH217)									
	Detect Magic	14	None	1 Action	Concentration, up to 1 minute/level (D)	60 ft.				
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S							
	<i>Desc:</i> Detects spells and magic items within 60 ft (PH219)									
	Ghost Sound	14	Will Disbelief (if interacted with)	1 Action	1 round/level (D)	Close (25 ft.+5 ft./2 levels)				
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S, M							
	<i>Desc:</i> Allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place (PH235)									
	Guidance	14	Will Negates (Harmless)	1 Action	1 minute or until discharged	Touch				
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S							
	<i>Desc:</i> Imbues the subject with divine guidance, granting a +1 competence bonus on a single attack, save, or skill check (PH237)									
	Light	14	None	1 Action	10 minutes/level (D)	Touch				
	<i>Spell Resistance:</i> No		<i>Components:</i> V, M/DF							
	<i>Desc:</i> Object shines like a torch (PH248)									
	Lullaby	14	Will Negates	1 Action	Concentration +1 round/level (D)	Medium (100 ft.+10 ft./level)				
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S							
	<i>Desc:</i> -5 penalty to listen and spot checks, -2 on will saves (PH 249)									
	Mage Hand	14	None	1 Action	Concentration	Close (25 ft.+5 ft./2 levels)				
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S							
	<i>Desc:</i> 5-pound telekinesis (PH249)									
	Mending	14	Will Negates (Harmless, Object)	1 Action	Instantaneous	10 ft.				
	<i>Spell Resistance:</i> Yes (Harmless, Object)		<i>Components:</i> V, S							
	<i>Desc:</i> Makes minor repairs on an object (PH253)									
	Message	14	None	1 Action	10 minutes/level	Medium (100 ft.+10 ft./level)				
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S, F							
	<i>Desc:</i> Whispered conversation at distance (PH253)									
	Prestidigitation	14	Special; See Text	1 Action	1 Hour	10 ft.				
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S							
	<i>Desc:</i> Performs minor tricks (PH264)									
	Read Magic	14		1 Action	10 minutes/level	Personal				
	<i>Spell Resistance:</i> -		<i>Components:</i> V, S, F							
	<i>Desc:</i> Read scrolls and spellbooks (PH269)									
	Virtue	14	Fortitude Negates; See Text	1 Action	1 minute	Touch				
	<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S, DF							
	<i>Desc:</i> Subject gains 1 temporary hp (PH298)									
1st LEVEL										
	Cause Fear	15	Will Partial	1 Action	1d4 rounds or 1 round; See Text	Close (25 ft.+5 ft./2 levels)				
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S							
	<i>Desc:</i> The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. (PH208)									
	Charm Person	15	Will Negates	1 Action	1 hour/level	Close (25 ft.+5 ft./2 levels)				
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S							
	<i>Desc:</i> This charm makes a humanoid creature regard you as its trusted friend and ally (PH209)									
	Command	15	Will Negates	1 Action	1 round	Close (25 ft.+5 ft./2 levels)				
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V							
	<i>Desc:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity (PH211)									
	Confusion, Lesser	15	Will Negates	1 Action	1 round	Close (25 ft.+5 ft./2 levels)				
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, DF							
	<i>Desc:</i> This spell causes the targets to become confused, and unable to independently determine what they will do (PH212)									
	Cure Light Wounds	15	Will Half	1 Action	Instantaneous	Touch				
	<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S							
	<i>Desc:</i> Cures 1d8+1/level damage [max +5] (PH215)									
	Disguise Self	15	None or Reflex Half; See Text	1 Action	10 minutes/level (D)	Personal				
	<i>Spell Resistance:</i> -		<i>Components:</i> V, S							
	<i>Desc:</i> You make yourself - including clothing, armor, weapons, and equipment - look different (PH222)									
	Doom	15	Will Negates	1 Action	1 minute/level	Medium (100 ft.+10 ft./level)				
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, DF							
	<i>Desc:</i> This spell fills a single subject with a feeling of horrible dread that causes it to become shaken (PH225)									
	Entangle	15	Reflex Partial	1 Action	1 minute/level	Long (400 ft.+40 ft./level)				
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S, DF							
	<i>Desc:</i> Grasses, weeds, bushes and even trees wrap, twist, and entwine about creatures in (or those that enter) the area (PH227)									
	Faerie Fire	15	None	1 Action	1 minute/level (D)	Long (400 ft.+40 ft./level)				
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, DF							
	<i>Desc:</i> A pale glow surrounds and outlines the subjects, who shed light as candles, thus negating many illusory effects (PH229)									
	Feather Fall	15	Will Negates	0 Action	1 round/level	Close (25 ft.+5 ft./2 levels)				
	<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V							
	<i>Desc:</i> The affected creatures or objects fall slowly, though faster than feathers typically do (PH229)									
	Hypnotism	15	Will Negates	1 Round(s)	2d4 rounds (D)	Close (25 ft.+5 ft./2 levels)				
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S							
	<i>Desc:</i> Your gestures and incantation fascinate 2d4 HD of nearby creatures, causing them to stop and stare blankly at you (PH242)									
	Obscuring Mist	15	None	1 Action	1 minute/level	20 ft.				
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S							
	<i>Desc:</i> Fog surrounds you (PH258)									
	Silent Image	15	Will Disbelief (if interacted with)	1 Action	Concentration	Long (400 ft.+40 ft./level)				
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S, F							
	<i>Desc:</i> Creates minor illusion of your design (PH279)									
	Sleep	15	Will Negates	1 Round(s)	1 minute/level	Medium (100 ft.+10 ft./level)				
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M							
	<i>Desc:</i> Put up to 4 HD of creatures into comatose slumber (PH280)									
2nd LEVEL										
	Alter Self	16	None	1 Action	10 minutes/level (D)	Personal				
	<i>Spell Resistance:</i> -		<i>Components:</i> V, S							
	<i>Desc:</i> You assume the form of a creature of the same type as your normal form (PH197)									
	Augury	16	None	1 Minute(s)	Instantaneous	Personal				
	<i>Spell Resistance:</i> -		<i>Components:</i> V, S, M, F							
	<i>Desc:</i> Tells you whether a particular action will bring good or bad results for you in the immediate future (PH202)									
	Blindness/Deafness	16	Fortitude Negates	1 Action	Permanent	Medium (100 ft.+10 ft./level)				
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V							
	<i>Desc:</i> You call upon the powers of unlife to render the subject blinded or deafened, as you choose (PH206)									
	Cure Moderate Wounds	16	Will Half	1 Action	Instantaneous	Touch				
	<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S							
	<i>Desc:</i> Cures 2d8+1/level damage [max +10] (PH216)									
	Eagle's Splendor	16	Will Negates (Harmless)	1 Action	1 minute/level	Touch				
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M/DF							
	<i>Desc:</i> The transmuted creature becomes more poised, articulate, and personally forceful. +4 to Charisma (PH225)									
	Enthrall	16	Will Negates	1 Round(s)	Up to 1 hour	Medium (100 ft.+10 ft./level)				
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S							
	<i>Desc:</i> If you have the attention of a group of creatures, you can use this spell to hold them spellbound (PH227)									

Fog Cloud	16	None	1 Action	10 minutes/level	Medium (100 ft.+10 ft./level)
<i>Spell Resistance:</i> No					
<i>Components:</i> V, S					
<i>Desc:</i> A bank of fog billows out from the point you designate, obscuring all sight, including darkvision, beyond 5 feet (PH232)					
Glitterdust	16	Will Negates (Blinding Only)	1 Action	1 round/level	Medium (100 ft.+10 ft./level)
<i>Spell Resistance:</i> No					
<i>Components:</i> V, S, M					
<i>Desc:</i> A cloud of golden particles covers everything in the area, blinding creatures and visibly outlining the invisible (PH236)					
Gust of Wind	16	Fortitude Negates	1 Action	1 round	60 ft.
<i>Spell Resistance:</i> Yes					
<i>Components:</i> V, S					
<i>Desc:</i> Creates a severe blast of air (50 mph) knocking down and/or blowing back all creatures in its path (PH238)					
Levitate	16	None	1 Action	1 minute/level (D)	Personal or Close (25 ft.+5 ft./2 levels)
<i>Spell Resistance:</i> No					
<i>Components:</i> V, S, F					
<i>Desc:</i> Willing subject moves up and down at your direction (PH248).					
Minor Image	16	Will Disbelief (if interacted with)	1 Action	Concentration +2 rounds	Long (400 ft.+40 ft./level)
<i>Spell Resistance:</i> No					
<i>Components:</i> V, S, F					
<i>Desc:</i> As silent image, plus some sound (PH254).					
Scare	16	Will Partial	1 Action	Special; See Text	Medium (100 ft.+10 ft./level)
<i>Spell Resistance:</i> Yes					
<i>Components:</i> V, S, M					
<i>Desc:</i> Panics creatures of less than 6 HD (15-ft. radius) (PH274).					
Tasha's Hideous Laughter	16	Will Negates	1 Action	1 round/level	Close (25 ft.+5 ft./2 levels)
<i>Spell Resistance:</i> Yes					
<i>Components:</i> V, S, M					
<i>Desc:</i> Subject can take no actions while laughing, but is not considered helpless (PH292).					
Whispering Wind	16	None	1 Action	Special; See Text	1 mile/level
<i>Spell Resistance:</i> No					
<i>Components:</i> V, S					
<i>Desc:</i> Sends a short message one mile/level (PH301).					

Campaign Notes

In mijn bezit:

1x hand axe

1x witchbroom - 60ft voor 9 uur - +1 magical weapon - 1d3 bludgeoning damage - 1d4 fire damage

1x magical ring - Command undead lvl2 (phb 211) - 1x per dag

2x posion CCW 4d8+7

2x posion CSW 3d8+5