

The Witch: Three New Subclasses



5TH-EDITION WITCHES: THE WORTWITCH, THE FATALIST, AND THE RAMBLER by VESPER BURJOSKI

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Revisiting the Craft

If you're interested in this product, you've probably either used my 5th-edition witch class or want to find a witch class to use in 5e, so let me lay it out for you: this pdf is an expansion to a witch class based on the 5th-edition warlock chassis, with short rest spell slots, invocation analogues, and a more support-heavy role.

If that sounds interesting, you can get the full class document at this link; you'll need it if you want to use the subclasses described in this expansion.

The original witch class came with three subclasses: the Coven-Keeper (a team player), the Medium (a spirit speaker), and the Transmaugre (a monster maker). It also came with a host of kennings (invocation equivalents) that played to as many witch tropes and archetypes as I could think of at the time.

Since then, I've sorely felt the need for a few other flavors of witch in my own campaign, and I've been hard at work designing them to fill the mechanical and flavor gaps the original witch missed. This is what I've come up with: the Wortwitch, the Fatalist, and the Rambler.

The Wortwitch

Commonly known as "hedge witches," wortwitches are those that draw their power from the synergy among all things. As a wortwitch, you can feel the energies and auras of living and nonliving things and manipulate their connections. Wortwitches get along well with druids and others who work intimately with the natural world, such as nature or tempest clerics.

Wortwitch Expanded Spell List

Spell Level	Spells
1st	<i>detect magic, speak with animals</i>
2nd	<i>beast sense, locate animals or plants</i>
3rd	<i>slow, speak with plants</i>
4th	<i>freedom of movement, locate creature</i>
5th	<i>antilife shell, wrath of nature</i>

Natural Touch

At 1st level, you gain proficiency in Nature, Survival, and Medicine.

Sixth Sense

Starting at 3rd level, you gain a sixth sense that allows you to perceive the interactions of creatures' magical auras with those of other living and nonliving things. As a bonus action, you can use this sense to perceive the aura of a creature within 60 ft. When you do, you learn your choice of one of the following facts about the target: alignment, exact location, creature type, or whether they are lying. You can use this feature a number of times per long rest equal to your Wisdom modifier.

Preternatural Awareness

Your sixth sense has been honed by practice, putting you in constant awareness of the web of life around you. At 10th level, you can sense all creatures within 60 ft. of you. Unless you are incapacitated, you automatically know how many creatures are within that area, their locations, and their creature types. If a creature that you can sense in this way is heavily obscured for you, you have disadvantage on attack rolls against them, but you may target them with spells or effects that require line of sight unless they also have complete cover.

You can easily identify creatures that you are familiar with using this sense. Creatures disguised by spells such as *nystul's magic aura* or similar magic are able to fool your preternatural awareness, however, and you are completely unable to sense creatures warded against divination magic.

Synergistic Transferral

At 14th level, you have learned to manipulate the subtle lines of magical energy that connect living creatures to one another, allowing you to transfer magical energies along them. As an action, you can attempt to transfer a spell or magical effect from one creature that you can see within 60 ft. to another you can see within that range, potentially yourself.

If either of these creatures is unwilling, they may make a Wisdom check contested by your Charisma check, negating the effect on a success. If a spell or effect that you transfer requires the caster's concentration, you can use your concentration to maintain it instead. If you do, the spell persists until you lose concentration or the duration expires. You can use this feature a number of times equal to your Wisdom modifier, regaining all uses on a long rest.

Seamripper

You have mastered your sixth sense, allowing you to feel magic and illusions around you - and isolate exactly which ties need be cut to render a creature free of the web of existence. Starting at 20th level, you are permanently under the effects of the *detect magic* spell and have truesight out to a range of 10 ft. In addition, you can use an action to attempt to shear the bonds of energy that tie a creature that you can see within 60 ft. to the life around it.

The target must make a Wisdom saving throw. On a failed save, they take 8d10 psychic damage and undergo the following effects until they complete a long rest: they gain no benefit from magical healing that originates from a source other than themselves, cannot target creatures other than themselves with spells or magical effects, cannot be targeted by creatures other than themselves with spells or magical effects, cannot communicate via telepathy or have their mind read, and gain the **Lonely** personality trait (see below). On a successful save, the target takes half the damage and experiences none of the other effects.

Lonely. *"I am separate from everything and everyone. I am completely alone in the world."*

Greater restoration or similar magic originating from the affected target can end these effects early, but only divine intervention can do so otherwise. Once you have used this feature, you cannot do so again until you complete a long rest.



The Fatalist

Some witches have the ability to sense the tides of fate, pulling power from the tension between weal and woe, good luck and bad. Often laughed away from more traditional magical circles and into the walls of fortune tellers' tents, fatalists are notorious for using their powers to curse those who have wronged them, but they can grant blessings or precious foresight just as easily.

Fatalist Expanded Spell List

Spell Level	Spells
1st	<i>alarm, sanctuary</i>
2nd	<i>augury, enhance ability</i>
3rd	<i>clairvoyance, remove curse</i>
4th	<i>divination, locate creature</i>
5th	<i>contact other plane, skill empowerment</i>

Tweaking Fate

At 1st level, you learn how to peer into a creature's fate and tweak it to your liking. You can spend 10 minutes performing a reading for yourself or another creature using a crystal ball, bones, cards, sticks, or another divination tool. The subject must be within 10 ft. of you for the entire time you are performing the reading.

At the end of the reading, you choose an ability score and whether you would like to grant good luck or bad. If you grant good luck, the subject adds 1d4 to all skill checks based on that ability until they complete a long rest. If you grant bad luck, the subject subtracts 1d4 from all skill checks based on that ability until they complete a long rest. Once you have used this feature, you cannot do so again until you complete a long rest.

Turn the Tables

Starting at 3rd level, you gain the ability to alter your destiny. When you make an attack, ability check, or saving throw, you can choose to flip the d20 to the exact opposite face and take that as the result. You must do so before you know the outcome. Once you have used this feature, you cannot do so again until you complete a long rest. Starting at 10th level, you can use this feature twice between long rests.

Wicked Hands

Whereas others believe themselves in control of their destiny, you know that it is fate that ultimately determines all things. At 10th level, you gain the ability to strip away a creature's meager defense against destiny, leaving them at the mercy of the tides of fate. The target must make a Charisma saving throw or be cursed by one of the following curses that you choose:

•**Curse of Impotence (Strength and Dexterity):** The target finds themselves stripped of their natural nimbleness and might. For the duration, they do not add their proficiency bonus to Strength or Dexterity-based skill checks.

•**Curse of Foolishness (Wisdom and Intelligence):** The target loses their focus and common sense, becoming visibly confused and disorganized. For the duration, they do not add their proficiency bonus to Wisdom or Intelligence saving throws.

•**Curse of the Grotesque (Charisma and Constitution):** The target loses all sense of propriety and their body's ability to defend itself against poison and disease becomes impaired. For the duration, they do not add their proficiency bonus to Charisma ability checks or Constitution saving throws.

The curse lasts for 24 hours, until you end it as a bonus action, or until the target is cured by *remove curse*, *greater restoration*, or similar magic. Each time you or your allies damage the target, they may repeat the saving throw, ending the effect on a success. Once you have used this feature, you cannot do so again until you complete a long rest.

Threading Destiny

At 14th level, you learn to align a creature's thread of fate to your liking. As an action, you can choose a creature that you can see within 60 ft. Roll 3d20, record the results, and select which roll you would like to be first, second, and third. The creature's next three rolls with a d20 are the rolls you recorded, in the order you chose. The creature does not sense that this has taken effect. You can use this feature twice, regaining all uses on a long rest.

Doom Unto the Seventh

At 20th level, your mastery of fate is unmatched. You have learned how to place an infectious doom upon a creature, spreading out from them like poison in a well. As an action, you can choose one creature that you can see within 15 ft. The target must make a Wisdom saving throw; on a successful save, they take 4d10 psychic damage and suffer no other effects.

On a failed save, the target is doomed by a curse that you devise. This doom has three features: a debilitating woe, a distinguishing mark, and an association. For the debilitating woe, choose one of the following options:

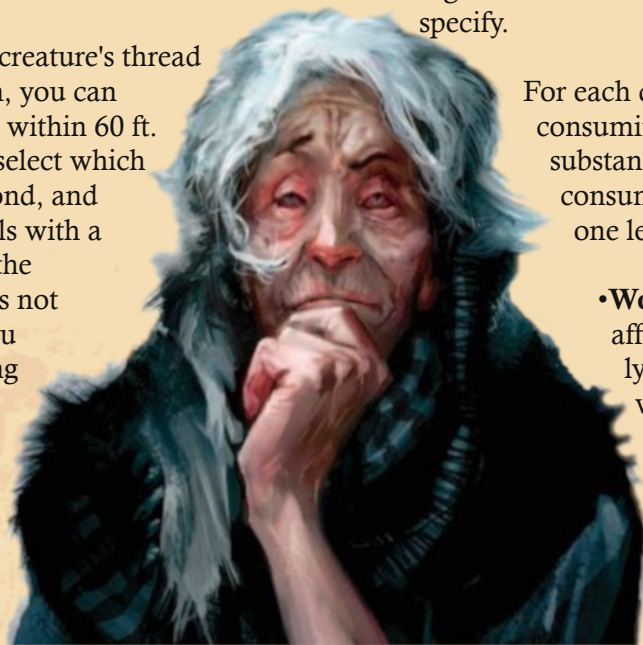
•**Woe of Misfortune:** The affected are afflicted by horrible luck. Any time they make an attack, ability check, or saving throw, a roll of 14 or higher on the d20 is treated as a 13.

•**Woe of Tongues:** The affected become unable to use normal languages. They speak in nonsensical garble that only others afflicted by this curse can understand. Each time they attempt to cast a spell that requires verbal components, they must make an Intelligence saving throw or their attempt to shape their nonsense words for magic fails. No magic or ability, even telepathy, can allow them to converse with those not affected by this curse.

•**Woe of Voracity:** The affected are unable to derive sustenance from anything but a substance that you specify when you make the curse. For example, you could doom them to consume human flesh or gemstones instead of normal food. The curse renders the affected physically capable of consuming and deriving nourishment from whatever substance you specify.

For each day that they go without consuming as much of the specified substance as they would normally consume regular food, they gain one level of exhaustion.

•**Woe of Lycanthropy:** The affected become a type of lycanthrope that you choose: wolf, bear, rat, tiger, or boar.



The distinguishing mark can be anything you choose; a hideous scar, a distinctive birthmark, a useless extra limb, etc.

Finally, choose a type of association. You can choose from friends, lovers, children, or business partners. The target passes the curse on to their associates of the type you chose. The curse is passed on when a creature of that association touches the target. Those infected with the curse suffer all of its effects, including woe and distinguishing mark. The original target and those they infect do not necessarily know that they are cursed - magic such as *identify* could reveal the nature of their affliction, but otherwise they are only aware of their distinguishing mark and the effects they suffer.

This doom lasts until dispelled by *remove curse* or similar magic or until you end it as a bonus action. You can maintain only one such doom at a time. You can use this feature once, regaining your use of it when you complete a long rest and are not currently maintaining a doom.



The Rambler

Perhaps the rarest of gifts to find among witches is that of the rambler - a witch whose power is drawn from the mingled energies of planar borders. Ramblers have an innate affinity for planar magic and travel, and many end up spending their lives aimlessly wandering the multiverse, drawn ever onward by the pull in their blood.

Rambler Expanded Spell List

Spell Level	Spells
1st	<i>burning hands</i> , <i>ice knife</i>
2nd	<i>maximilian's earthen grasp</i> , <i>melf's acid arrow</i>
3rd	<i>call lightning</i> , <i>fireball</i>
4th	<i>banishment</i> , <i>leomund's secret chest</i>
5th	<i>cone of cold</i> , <i>wall of stone</i>

Inner Affinity

At 1st level, you have developed a particular affinity for one of the Inner Planes, gaining an Affinity Plane, Affinity Spell, and Affinity Damage Type. Choose one of the options below:

Plane	Spell	Damage Type
Elemental Air	<i>feather fall</i>	lightning
Elemental Earth	<i>shield</i>	acid
Feywild	<i>expeditious retreat</i>	radiant
Elemental Fire	<i>hellish rebuke</i>	fire
Shadowfell	<i>hex</i>	necrotic
Elemental Water	<i>absorb elements</i>	cold

You can cast your Affinity Spell as a 1st-level spell once per long rest without expending a spell slot.

Planar Bleed

Starting at 3rd level, when you cast a spell that deals damage of an Affinity Damage Type, you can use your reaction to change the spell's damage type to another Affinity Damage Type. When you do, that casting of the spell ignores resistance to the new damage.

Once you have used this feature, you cannot do so again until you complete a long rest.

Slipstep

At 10th level, you learn to tread the borders between planes. As a bonus action, you can teleport to an unoccupied space that you can see within 60 ft.

Vergewalker

At 14th level, you learn *plane shift*; it does not count against your number of spells known. When you cast it, you do not require material components for the spell.

Extraplanar Evocation

At 14th level, you have mastered your inner affinity and learned to use it to add extra devastation to your spells. When you cast a spell that deals damage of your Affinity Damage Type, you add your Wisdom modifier to the damage.

Dimensional Rift

At 20th level, you have mastered the art of traveling between planes. In addition, you can use an action to tear open a rift in the fabric of reality that leads to your Affinity Plane. If you are currently on your Affinity Plane, the rift leads to a random distant location on the same plane.

Choose an unoccupied space that you can see within 60 ft. A jagged two-dimensional rift opens in that space, roughly round and 10-feet in diameter, and

remains as long as you concentrate on it (to a maximum of 1 hour). All creatures within 30 ft. of the rift when it opens must make a Dexterity saving throw or take 10d10 damage of your Affinity Damage Type and be knocked prone; creatures that succeed on the save take half as much damage and are not knocked prone. If the space you choose is warded against planar travel, nothing can pass through the rift but all its other effects remain.

For as long as the rift remains, creatures that start their turn within 15 ft. of it or enter that area for the first time on a turn must repeat the saving throw or take 4d10 damage of your Affinity Damage Type. Any creature or object passing through the rift is transported to your plane of affinity, where an identical dimensional rift is visible and can be traversed back to the original plane. At the DM's discretion, residents of the plane may arrive to investigate the rift, but they are under no compulsion to serve you or be positively disposed toward you.

The rift can be closed early by *wish* or by *dispel magic* cast at 9th level. When the rift closes, it leaves a glowing scar on the plane. At the DM's discretion, this scar may generate minor elementals or other weak inhabitants of the plane the rift led to.

Once you have used this feature, you cannot do so again until you complete a long rest.



New Kennings

Filling an equivalent role to that of the warlock's invocations, kennings allow you to add some flavor and flair to your witches. Listed below are thirty-one all-new kennings, designed to complement those in the original witch class and hit all the witchy-notes your heart could desire.

Bonded for Life

Prerequisite: the find familiar spell

When you take this kenning, you choose one form available to you for your casting of find familiar. As long as you have this kenning, your familiar can only be summoned in that form. In addition, as long as you are not incapacitated or on a different plane from your familiar, you are always aware of what your familiar sees, hears, smells, tastes, and feels.

Cakes and Ale

Prerequisite: 15th level, Coven-Keeper

You learn *heroes' feast*, and you can cast it without requiring material components. Once you have done so, you cannot do so again until 7 days have passed.

Catty-Cornered

Prerequisite: the find familiar spell

Your familiar can use a bonus action to teleport up to 15 ft. to an unoccupied space it can see.

Clean Living

You can cast *purify food and drink* at-will without expending a spell slot.

Cobweb Craft

Prerequisite: 3rd level

You can cast *web* at-will without expending a spell slot. In addition, you can spend ten minutes spinning silk you magically produce into a 50-foot length silk rope. Once you have used this feature, you cannot do so again until you complete a long rest.

Crone

As an action, you can cause your body to magically age to decrepitude over the course of the next minute. While in this aged form, the consequences of the years are physically manifest on your body and you have advantage on Wisdom saving throws, but you retain the health and vitality of your true form. You can remain in your aged form indefinitely, your true form aging normally while you do so. You can revert

to your true form by using an action to initiate the transformation, which also takes place over the course of 1 minute.

Defying Gravity

Prerequisite: 5th level

Any nonmagical broom can act as a *broom of flying* (5th Edition *Dungeon Master's Guide*, p. 156) for you while it is in your hands or while you are sitting astride it. If it loses contact with you, it loses its magic until you touch it again.

Drawing Down the Moon

Prerequisite: 15th level, Loony

When you cast *moonbeam*, the spell also affects a 10-foot radius around you, moving with you as long as you maintain concentration. In addition, you take no damage from your casting of *moonbeam*.

The Evil Eye

Prerequisite: 9th level, Fatalist

You learn *bestow curse*. When you cast it, it has a range of 60 ft.

Fair Favor

You can cast *faerie fire* at-will without expending a spell slot.

A Gentle Manner

Prerequisite: the find familiar spell

When you see any familiar in beast form, you automatically know its true nature (fey, fiend, or celestial), and when you next see its master you automatically recognize the bond between them. In addition, you can use an action to attempt to charm a familiar that you can see. The familiar must make a Wisdom saving throw against your spell save DC or be charmed by you until you complete a long rest. Familiars charmed by you treat you as though you were their master, obeying your commands implicitly, and while charmed cannot be controlled, dismissed, or summoned by their true master. Dispel magic, remove curse, or similar magic can end this effect early.

Interdimensional Mischief Makers

Prerequisite: 9th level, Rambler

You can cast *conjure minor elementals* without expending a spell slot. Once you have used this feature, you cannot do so again until you complete a long rest.

Knot Craft

Prerequisite: 5th level

You can bind a spell that you cast into a knot tied in a piece of nonmagical rope or string. When you do so, you cast *glyph of warding* into the knot using a witch spell slot. This casting of *glyph of warding* can only use the **Spell Glyph** option, has a casting time equal to the spell you bind, and once complete can be relocated without triggering the spell. The spell will be triggered only when the knot is untied as an action. If you use this feature again before a previous use of it is expended, the previous binding is rendered inert.

Lightning Rod

Prerequisite: Rambler

When you cast *witch bolt*, you can use a bonus action instead of an action to prolong the spell.

Loner

Prerequisite: Coven-Keeper

You only gain the benefits of this kenning when you are not part of a coven. Your lack of a coven has caused your mind to claw out at the magical abilities of other spellcasters, trying desperately to join their powers with yours. You can use a bonus action to attempt to sense the highest level spell slot possessed by a creature you can see within 60 ft.; you must make an Intelligence (Arcana) check against their Charisma (Deception), learning the level of their highest spell slot on a success.

Additionally, as an action, you can attempt to cast a witch spell that you know using the spell slot of another creature that you can see within 60 ft. You must enter an Intelligence (Arcana) contest with that creature, to which they gain a bonus equal to the level of the spell slot of theirs you wish to use. If you win this contest, you cast the spell but expend their spell slot to do so. If the creature does not have a spell slot of the level you choose when you use this feature, it automatically fails.

You can use this feature a number of times equal to your Wisdom modifier, regaining all expended uses on a long rest.

Loony

You learn the *light* cantrip, but can only create moonlight with it. While you are bathed in moonlight of any origin, you have advantage on saving throws against spells.

Malfeasance of Migraine

Prerequisite: 5th level, Fatalist

You learn *mind spike*. Creatures affected by your casting of *mind spike* have disadvantage on saving throws against your Fatalist abilities.

Monstrous Prosthetics

Prerequisite: 5th level, Transmaugre

You learn to attach the body parts of other creatures in place of your own limbs and extremities. If a part of your body is totally severed, you can spend 1 hour stitching an analagous body part in its place. The new body part must be from a creature that was killed within the last day, or whose parts were harvested and adequately preserved within that time. When the procedure is complete, the new body part returns to life and functions as though it were always attached to you, performing all the functions that your original body part performed.

In addition, when you attach a body part in this way you can choose to expend 100gp worth of rare materials in order to grant yourself one lesser recombinant characteristic. The characteristic you choose should be something that follows from the new body part you have acquired, such as gaining the Stinger characteristic from stitching a scorpion's tail onto your hand in place of a finger.

Your DM decides whether your proposed alterations fit the characteristic you seek to add to yourself. You can only grant yourself one recombinant characteristic at a time; if you want to gain a new characteristic, you must first remove the old one.

Perisher

As an action, you can cause all nonmagical food and drink within a 5-foot radius centered on a point you choose within 10 feet to instantly spoil. The spoilage is immediately obvious; food rots, alcohol turns to vinegar, milk curdles, mold blooms on cheeses, etc. The affected food and drink is tainted by your choice of Cackle Fever, Sewer Plague, or Sight Rot (see DMG p. 257), and those that consume it suffer accordingly.

Planar Piercing

Prerequisite: 15th level, Rambler

When you cast *scrying*, you can target creatures and places on other planes of existence.

Poppet Piercer

Prerequisite: 3rd level

You have learned to craft a unique idol called a poppet. A poppet is not tied to a particular type of creature or individual, and can be crafted with 10 minutes and 20 gp worth of materials. As a bonus action, you can pierce your poppet with a needle (or other sharp object) in order to force a creature you can see within 120 ft. to make a concentration check.

Sight Unseen

Prerequisite: 7th level, Wortwitch

You can cast *see invisibility* at-will without expending a spell slot.

Spell Scrubbing

Prerequisite: 11th level

When you cast *counterspell* or *dispel magic*, you add your proficiency bonus to the ability check for the spell (if required).

Spell-Spitter

Prerequisite: 13th level, the find familiar spell

When you cast a spell and your familiar is within 100 feet, you can choose to channel the spell through your familiar, using its reaction to do so. For the purposes of targeting and range, the spell is treated as though cast by your familiar. For all other purposes, the spell is treated as though cast by you.

Strix Sense

Prerequisite: Fatalist

You have learned to read the secret omens left by birds. By spending one minute examining the movements of birds or reading the patterns of avian feathers, bones, or excrement, you gain nebulous forewarning of threats in your future that clarifies only when needed. For the next hour, you gain the benefits of *detect evil and good*.

Once you have used this feature, you cannot do so again until you complete a long rest.

Thorn-Blooded

Prerequisite: 9th level, Wortwitch

By spending 1 minute performing a simple ritual in which you prick your finger on a rose thorn and sprinkle three drops of blood onto soil, you can cast *commune with nature* without expending a spell slot.

Once you have used this feature, you cannot do so again until you complete a long rest.

Tome of Flesh

Prerequisite: 15th level, Book of Shadows

You have rebound your Book of Shadows in humanoid flesh, granting it limited sentience and animation. A Tome of Flesh is considered a Tiny animated object under your control as per the *animate objects* spell, but can be healed by healing magic as though it were a living creature. If your Tome of Flesh falls to 0 hit points, it regains 1 hit point after you complete a long rest; if it is irrevocably destroyed, you can craft a new one with 8 hours of work and the corpse of one humanoid killed within the last 24 hours.

When you cast *conjure elemental*, you can choose to instead have the spell transform your Tome of Flesh into a flesh golem. For this casting of the spell, ignore the rules for losing control of the elemental. Instead, if you lose concentration on the spell, the golem goes berserk (5th Edition *Monster Manual* p. 169). The flesh golem does not go berserk unless you lose concentration on the spell. When the flesh golem falls to 0 hit points, it reverts back to its Tome of Flesh form.

Uncanny Elevation

Prerequisite: 7th level

You can cast *levitate* on anything other than yourself at-will without expending a spell slot.



Uncrosser

Prerequisite: 9th level

You can cast *remove curse* at-will without expending a spell slot.

Veil Garrote

Prerequisite: 9th level, Medium

Your shadow can strangle the shadows of others. As its action when within reach of a creature's shadow, your shadow can strangle theirs, causing the shadow's owner to start choking (see the 5th Edition *Player's Handbook*, p. 183). The target must be in bright or dim light sufficient to cast a distinct shadow, and if it does not need to breathe it is unaffected by the suffocation. Your shadow must use its action on each subsequent turn to maintain its chokehold; if it uses its action for anything else, the choke ends. The choke also ends if your shadow is incapacitated or moved out of reach of the target's shadow.

Voice From Beyond

Prerequisite: 9th level, Medium

You learn the *contact other plane* spell. When you cast it, you can choose to allow the spirit you contact to temporarily possess you and speak with your voice, answering 5 questions posed to it by creatures you can hear. You automatically succeed on the spell's saving throw against insanity when you cast it in this way.

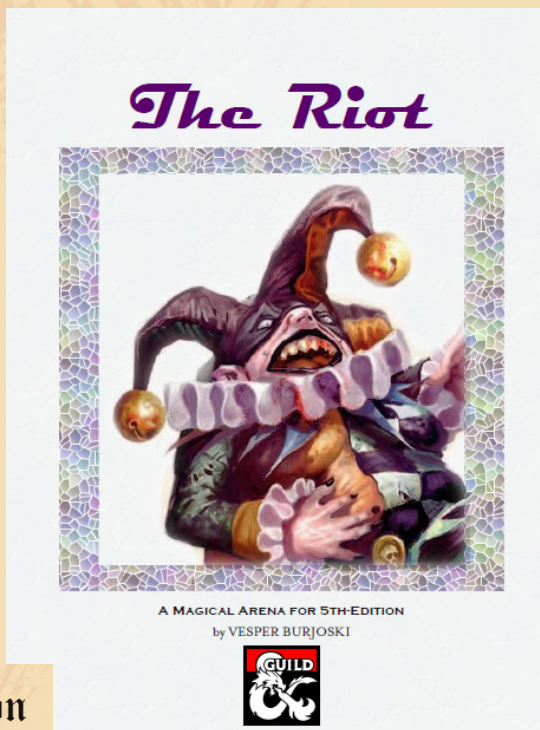
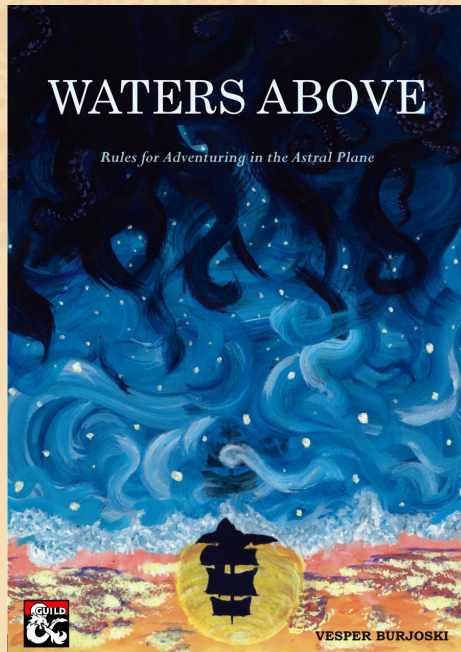
Weathervane

Prerequisite: Wortwitch

While you are outdoors, you are automatically aware of the weather patterns and wind direction within a 10-mile radius and can accurately predict the weather in your current location for the next 24 hours.



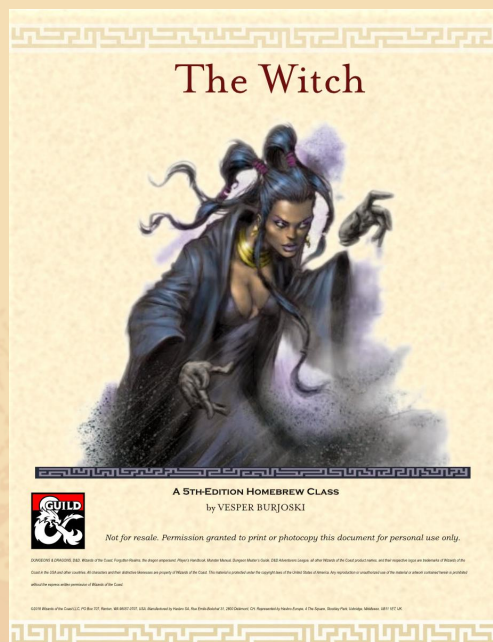
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