

PATREON: WITCH EXTRAS

ADDITIONAL CHARACTER OPTIONS

Following the release of the witch class on the DM's Guild, included here are an assortment of extra character options.

WITCH'S COVENS

The Witch's Covens listed here can be taken instead of any of the other covens offered at 1st level.

COVEN OF THE GIBBOUS MOON

Fate is written in both the stars and blood, for those who look with careful eye. Witches of the Coven of the Gibbous Moon consider themselves to be the arbiters of destiny, reading fate and either averting it or ensuring its completion. These indigo witches also act as spirit guides, bringing the souls of the dead to their final place of rest through rite and ritual. Witches in this coven are often neutral, respecting the forces of death and fate in the broader cosmos, and knowing their place as but a servant to each.

GIBBOUS MOON SPELLS

You gain advanced tutelage into specific spells important to your coven. You add to your spellbook each of the spells on the following list at the witch level associated with them. These spells count as witch spells for you, are always prepared, and do not count against the total spells you can prepare or learn each level.

GIBBOUS MOON SPELLS

Witch Level	Spells
1st	<i>chaos bolt</i> *, <i>guiding bolt</i>
3rd	<i>augury</i> , <i>gentle repose</i>
5th	<i>speak with dead</i> , <i>spirit guardians</i>
7th	<i>divination</i> , <i>Mordenkainen's faithful hound</i>
9th	<i>scrying</i> , <i>Rary's telepathic bond</i>

* this spell is found in *Xanathar's Guide to Everything*

READ THE ENTRAILS

When you join this coven at 1st level, you learn how to read the secret signs hidden in a creature's viscera. When a creature that is not an undead, elemental, ooze, or construct is reduced to 0 hit points and dies within 10 feet of you or your familiar (if you have one), you can use a reaction to read fate in the substance of its death.

If you do, roll twice on the Revelations table, selecting one of these two results and choosing a creature within 30 feet of you. That creature gains the effect you selected, which lasts until it is used or until you take a short or long rest, whichever is first.

Once you use this ability, you require a short or long rest before you can use it again.

PATREON BACKER EXCLUSIVE

The additional character options included here are compiled as an exclusive feature for our Patreon backers of Elite (\$10/mo.) level and above.

Thanks very much for your continuing support! Your donations are greatly appreciated, as they make it possible to keep producing content for Walrock Homebrew.



REVELATIONS

d20	Revelation
1	Inspiring Insight. The chosen creature gains a point of inspiration.
2	Fortuitous. The creature has advantage on the next saving throw it makes.
3	Narrow Escape. The selected creature can immediately move a distance up to its movement speed, which does not provoke opportunity attacks.
4	Turning Point. The creature has advantage on the next attack it makes.
5	Downfall. The creature has disadvantage on the next saving throw it makes.
6	Deficiency. The creature has disadvantage on the next attack it makes.
7	Weakness. The creature becomes vulnerable to a damage type of your choice, until it takes damage of that type once.
8	Hidden Might. The creature's next attack that hits deals an extra 1d8 damage.
9	Forgotten Curio. The creature finds a new mundane item of your choice on its person, which is worth 5 gp or less.
10	Fatesight. The creature is aware of the exact location of all other creatures within 30 feet of it until the beginning of your next turn, including creatures that are invisible or in the Ethereal plane.

PSYCHOPOMP

At 6th level, when you summon your familiar, you can have it manifest as a spectral version of itself. While in this form, your familiar gains the following additional benefits:

- A flying speed of 30 feet with the hover property (unless it has a faster flying speed)
- The ability to become invisible until the end of its next turn by using an action
- The ability to pass through solid surfaces other than those made of lead, taking 2d10 force damage which cannot be reduced and being expelled to the nearest available location if it ends its turn within a surface
- Resistance to all damage other than psychic, radiant, and bludgeoning, slashing, or piercing damage from magical or silvered weapons

Additionally, when your familiar shares a space with a creature, you can use a bonus action to have your familiar share one of these benefits of your choice with that creature. The creature receives the chosen benefit until the beginning of your next turn. Once you share a benefit in this way, you cannot do so again until you take a short or long rest.

GUIDE OF FATES

Starting at 14th level, when you use your Read the Entrails feature, you can roll 3 times on the Revelation table, still selecting only one result. You can use your Read the Entrails feature twice between rests.

In addition, while using your Psychopomp feature, your familiar can share two of the feature's benefits instead of one with a single creature.

COVEN OF THE LOST MOON

Legends and star charts of old tell of how, long ago, one additional moon hung in the night sky. Whether by magic, cataclysm, or something stranger still, this moon has vanished, leaving the witches under its auspice in a precarious position. Naming themselves the Coven of the Lost Moon, these witches scour the multiverse for what happened to the missing celestial object, as well as the answers to other strange permutations of existence. These starlight witches, clad in silver, can find themselves as ardent members of any alignment, as each witch is likely to stumble upon their own poignant, individual truth.

THE LOST MOON AND YOU

In many ways, the Coven of the Lost Moon is designed as an archetype with an evolving story built into it. Who were these witches before the moon was lost? What happened to the moon they consecrated themselves under? And importantly, who do they see themselves as now?

Young witches that join this coven do so because they are seeking answers to their own questions, and the search of the Lost Moon coven resonates with them. What truths do you seek, as a Lost Moon witch, and where in the multiverse do you hope to find them?

LOST MOON SPELLS

You gain advanced tutelage into specific spells important to your coven. You add to your spellbook each of the spells on the following list at the witch level associated with them. These spells count as witch spells for you, are always prepared, and do not count against the total spells you can prepare or learn each level.

LOST MOON SPELLS

Witch Level	Spells
1st	<i>longstrider</i> , <i>Tenser's floating disk</i>
3rd	<i>rope trick</i> , <i>see invisibility</i>
5th	<i>haste</i> , <i>thunder step</i> *
7th	<i>banishment</i> , <i>dimension door</i>
9th	<i>far step</i> *, <i>teleportation circle</i>

* this spell is found in *Xanathar's Guide to Everything*

STARLIGHT SEEKER

When you join this coven at 1st level, you have proficiency with the Investigation skill, and add double your proficiency bonus to checks made with it.

Additionally, as a ritual that takes 10 minutes, you can cast your choice of either *find traps*, *locate animals or plants*, or *locate object* without expending a spell slot or material components. At 5th level, this list also includes *locate creature*.

Once you cast a spell using this ability, you require a short or long rest before you can use it again.

FAMILIAR NEXUS

At 6th level, your understanding of the complex nature of the multiverse allows you to more effectively utilize the unique bond between you and your familiar. Your familiar can be used to deliver spells with any range, rather than just those with a range of touch.

Additionally, you always know the distance and direction of any planar portals within 1 mile of you.

LOST KNOWLEDGE

Starting at 14th level, you've discovered much in your searchings, and have a prodigious grasp of magic. As a bonus action on your turn, you can gain knowledge of one spell from any class's spell list. You must have at least one spell slot available that can be used to cast the spell, which must be expended if you cast it. While you know the spell, it counts as prepared and as a witch spell for you. The spell fades from your mind after you cast it or at the end of your current turn, and you lose knowledge of it at that time.

Once you use this feature, you cannot use it again until you finish a long rest.

A WORLD WITHOUT XANATHAR'S

As with other subclasses that utilize *Xanathar's Guide to Everything*, here are a selection alternative spells that replace the spells from XGtE, should this book not be available as a resource.

Coven of the Gibbous Moon

1st level: *chromatic orb*

Coven of the Eclipse

5th level: *slow*

9th level: *planar binding*

ADDITIONAL SPELL

The following spell is added to the class spell list for both druids and witches.

RITE

1st-level abjuration (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (25 gp worth of incense and herbs, which the spell consumes)

Duration: Instantaneous

You undertake a magical rite, intended to denote a time of change in life. When you cast this spell, choose one of the following effects, the targets of which must remain within 10 feet of you during casting.

Coming of Age. You touch one willing young adult humanoid, who then chooses 3 skills. For the next 24 hours, the target is proficient in those 3 skills if they are not already, and has advantage on checks made with the chosen skills. A creature can only benefit from this once.

Funeral. You touch the corpse of one creature. For the next 7 days, the creature cannot be made undead by any means, aside from a *wish* spell.

Hunt. You touch up to 5 humanoids, which can include yourself. For the next 24 hours, beasts have disadvantage on any Perception checks to locate a creature affected by this rite, and a creature under this rite has advantage on any Survival checks made to locate a beast.

Induction. You touch one willing humanoid who wishes to become a member of your circle or coven. For the next 24 hours, that creature has advantage on Insight checks and Wisdom and Intelligence saving throws, as long as at least one member of your circle or coven is within 30 feet of them. A creature can only benefit from this once.

Sacrifice. You touch one creature with a CR or level less than your total character level. This creature cannot be a construct or undead, and must be conscious and restrained or immobilized for the duration of the ritual. Upon completion of the ritual the creature dies, and you and up to 5 creatures you designate who were within 10 feet of the ritual during its casting gain temporary hit points equal to your spellcasting modifier + the creature's CR or level, which last for up to 24 hours. A creature can only benefit from this once every 30 days.

Wedding. You touch a number of adult humanoids willing to be bonded in marriage. For the next 7 days, each of these creatures gains a point of inspiration whenever they spend a short or long rest in the company of at least one of their spouses. A creature cannot gain this benefit again for 300 days, nor can it be gained a second time by the same coupling of creatures.

ADDITIONAL JINXES

The jinxes presented here supplement those provided by your Jinx feature. Whenever the Witch class table would have you choose another jinx, you can choose one of these jinxes, if you meet their prerequisites.

DIMENSE

Prerequisite: 17th level, Coven of the Lost Moon

You can cast the *demiplane* spell by expending a use of your Jinx feature, rather than spell slots. When cast in this way, this spell is a witch spell for you.



FORTUNE TELLING

Prerequisite: 9th level, Coven of the Gibbous Moon

As a ten minute long ritual that requires expending a use of your Jinx feature, you manifest a tarokka deck and lay out a series of cards, telling the fortune of a creature besides yourself present for the ritual's duration.

This creature must share a language with you, and must have a CR or level of at least 1 to have a destiny significant enough for this reading. Roll three times on the following table, or (if you have a physical tarokka deck) shuffle together the high deck with the masters of swords, stars, coins, and glyphs, and deal out three cards.

The creature must then select one of these cards, which it keeps. If the card is not specified to be used immediately, the creature can use the card with no action on their turn. The card's magic fades once 24 hours pass after the completion of the ritual, so it must be used within that time. A creature cannot have its fortune read by this ritual more than once every 30 days. Once you use this ritual, you require a long rest before you can use it again.

When a creature is selecting a card, it is to know nothing about the fortune it chooses other than the name of the card and its appearance. Any hints as to the nature of the fortune bestowed by a card (by either any character

or any player) invalidate the ritual, causing a use of Jinx to be expended with no result. Once the creature has selected a card, however, it knows fully the effects of the card chosen.

A creature cannot receive the same fortune twice. If you draw a card that the creature has previously chosen, reroll it or discard it and draw again. If it is impossible to draw three cards without turning up one which the creature has already selected, this ritual no longer works for that creature.

CREDITS:

Thanks once again to your Patreon backers!
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d20	Card	Effects
1	Artifact	After reducing an enemy creature to 0 hit points, the holder can use this card to find an appropriate valuable item or treasure on their possession worth 100 gp.
2	Beast	This card is used immediately. Within the next 24 hours, the holder has disadvantage on all Charisma checks that are not Intimidate checks, but has advantage on all Intimidate checks.
3	Broken One	This card is used immediately. Within the next 24 hours, the holder will lose something or someone of significance.
4	Darklord	This card is used immediately. The holder must name a creature that considers the holder its enemy. The holder then gains a valuable insight into that creature's motivations or goals that the holder did not already know. If the holder knows of no such enemies, this card provides it with knowledge of one.
5	Donjon	The holder can use this card while within a ruin or dungeon. While in that location, the holder has advantage on any checks made to find objects, rooms, or traps for the next 24 hours.
6	Ghost	This card is used immediately. Within the next 24 hours, the holder will be confronted by either the ghost of a foe they felled, or the serious consequences of their own actions.
7	Executioner	When one of the holder's attacks hits, the holder can choose to make that attack a critical hit.
8	Horseman	This card is used immediately. Within the next 24 hours, the DM can decide to have one attack that hits the holder of this card become a critical hit.
9	Innocent	This card is used immediately. Within the next 24 hours, someone the holder knows and cares for will be placed in serious peril.
10	Marionette	This card is used immediately. The holder instantly knows of a creature that would be sympathetic to their cause, and that would have means to help the holder in a significant way.
11	Mists	The holder of this card can use it to cast the <i>fog cloud</i> spell as a 2nd-level spell centered on themselves, without using an action or expending a spell slot.
12	Raven	The holder can use this card to gain automatic success on one Intelligence check or save of their choice.
13	Seer	The holder can use this card to gain automatic success on one Wisdom check or save of their choice.
14	Tempter	The holder can use this card to gain automatic success on one Charisma check or save of their choice.
15	Warrior (Master of Swords)	This card is used immediately. For the next 24 hours, any weapon held by the holder of this card is treated as a magic weapon with a bonus to attack and damage rolls equal to half the holder's proficiency bonus (round up) for as long as they hold it.
16	Wizard (Master of Stars)	The holder of this card can use it instead of expending a spell slot for one spell they would otherwise be able to cast. The holder must still use an action of the appropriate type to cast the spell.
17	Rogue (Master of Coins)	The holder of this card can touch one creature and use this card. The most valuable item that creature has on its person is then magically transported to a location on the holder's person of their choosing.
18	Priest (Master of Glyphs)	The holder of this card can use it to regain hit points equal to 1/3 of their maximum hit points.
19	Redraw – 1	Reroll the entire draw, with two cards instead of three. Reroll any results that would have you redraw.
20	Redraw + 1	Reroll the entire draw, with four cards instead of three. Reroll any results that would have you redraw.