

WALROCK HOMEBREW

THE WITCH



FIFTH EDITION





THE WITCH

CHARACTER CLASS OPTION

Holding a wand in a loose grip, a young human with tousled red hair and a sheepish grin faces down a furious orc warrior nearly three times his size. With a word and a gesture, the boy's red hair suddenly erupts into a flurry of long, vicious, living tendrils that wrap themselves around the legs and throat of the orc, dragging the shocked warrior off his feet and holding him aloft.

Sitting atop a floating broom, a wood elf with glowing green eyes gently directs it to pass by the royal palace and idle next to an open window overlooking the throne room. She spies, through the window, the king of all the realm holding court on his throne. The elf gingerly reaches into her sleeve and retrieves a rudimentary straw doll, fashioned with a tiny gold crown upon its head, and a gleaming silver pin. A single pinprick strikes through the heart of the doll, and the king doubles over clutching his chest in pain, sending his courtiers into a blind panic. The wood elf watches, satisfied.

Pounding a handful of herbs into powder with her trusty mortar and pestle, an elderly tiefling in a flowing grey robe tosses them into her cauldron, already raised to a boil over an open flame. As she does so, the cauldron exudes a noxious green cloud and begins to froth wildly. In just a handful of days, the tiefling will begin the distillation process, creating a new vial of eldritch poison to seep life from the world.

Witches are learned practitioners of the earliest of magics, from a time when the arcane and the natural

were studied as one. Eschewing the more esoteric magics studied by some of their peers, witches prefer practical magic with a variety of potential uses. Witches draw upon the power inherent in the night and the land to breathe life into fallen comrades, brew mystical potions and poisons mighty enough to fell a dragon, and weave terrible curses that may plague an individual for the rest of their life.

ACOLYTES OF THE FIRST MAGIC

When the world was young and the mortal races existed entirely at the mercy of primordials, gods, and monsters, there were beings in the darkness that took a surprising mercy on those lesser creatures struggling to survive.

Whether these beings were spirits, specific gods, or something more sinister, no two tales agree, but the bargains they struck ushered the first inklings of mortal magic into the world. Witches hold as tradition that it

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Level	Proficiency Bonus	Jinxes Known	Features	Cantrips Known	—Spell Slots per Spell Level—								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	—	Spellcasting, Witch's Coven	3	2	—	—	—	—	—	—	—	—
2nd	+2	—	Brewcraft, Imbue Potion	3	3	—	—	—	—	—	—	—	—
3rd	+2	1	Jinx (1/rest), Occult Familiar	3	4	2	—	—	—	—	—	—	—
4th	+2	1	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	2	—	4	4	3	2	—	—	—	—	—	—
6th	+3	2	Witch's Coven feature	4	4	3	3	—	—	—	—	—	—
7th	+3	2	Enchant Broom	4	4	3	3	1	—	—	—	—	—
8th	+3	2	Ability Score Improvement	4	4	3	3	2	—	—	—	—	—
9th	+4	3	Jinx (2/rest)	4	4	3	3	3	1	—	—	—	—
10th	+4	3	—	5	4	3	3	3	2	—	—	—	—
11th	+4	3	Fine Fettle	5	4	3	3	3	3	1	—	—	—
12th	+4	3	Ability Score Improvement	5	4	3	3	3	3	1	—	—	—
13th	+5	4	—	5	4	3	3	3	3	1	1	—	—
14th	+5	4	Witch's Coven feature	5	4	3	3	3	3	1	1	—	—
15th	+5	4	—	5	4	3	3	3	3	1	1	1	—
16th	+5	4	Ability Score Improvement	5	4	3	3	3	3	1	1	1	—
17th	+6	5	Jinx (3/rest)	5	4	3	3	3	3	1	1	1	1
18th	+6	5	—	5	4	3	3	3	3	1	1	1	1
19th	+6	5	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	5	Grand Old Wytch	5	4	3	3	3	3	2	2	1	1

was these magics that gave mortals a fighting chance, while others more suspicious of witchcraft tell that this was the first interference of malicious entities into mortal affairs, and an affront to the pure will of the gods.

Witches are always deeply individualistic, and in the present era have been divided by coven and practice. Though all witches learn from the writings of and words spoken by their elders, some study the ancient ways as an evolving historical and scholastic pursuit, while others practice their magics wild and with full communion of the old beings who laid path of natural arcana before them. An endlessly diverse group of practitioners, witches rarely agree how best to use their magic, even within the same coven.

DEVOTED TO THE CRAFT

Though not all witches wander far and wide, no witch lives what could be considered a normal life. The reputation of witches as curse-binders and worse often precedes them, and even the best of witches often face at least an inkling of suspicion or fear from those they attempt to help.

Nevertheless, witches are always dedicated to learning the intricacies of their craft, though many witches do dabble. The specifics of the craft a witch learns are usually the product of the life that witch has led. A witch that knows how to bind wounds has likely done so on many occasions, while a witch skilled in the arts of cursing may have lived a life full of revenge and spite.

CREATING A WITCH

When you create your witch character, consider strongly their morals and personal leanings. Witches always hold opinions of the world that they are willing to act upon, making them a dynamic and decisive force. How do these attitudes shape your magic, and how has your

magic shaped them, in turn?

Who was the witch that introduced you to magic? Did you stumble upon an occult ritual deep in the woods, or did you enroll in a prestigious institute of witchcraft? What values do those witches close to you hold, and how has they colored your personality and ideals?

Finally, what has made you choose the life of a wandering witch? Are you searching for untold secrets, running from your status as a pariah, or seeking a land and place to call your own? In any case, your motivations are your own, and very little will stop you from achieving them.

QUICK BUILD

You can make a witch quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution or Dexterity. Second, select the hermit background. Third, select the Coven of the Dark Moon as your Witch's Coven. Fourth, choose the *acid splash*, *druidcraft*, and *poison spray* cantrips, along with the following 1st-level spells for your spellbook: *animal friendship*, *detect magic*, and *witch bolt*.

WITCH'S WISDOM

Historically in Dungeons & Dragons, witches have been represented as casting with Intelligence due to the devotion of their lives to arcane study.

Should your DM decide witches in your world learn exclusively through folklore or by communing with a higher power, as clerics and druids do, they may decide witches require Wisdom in place of Intelligence. In this case, replace all instances of Intelligence used by the witch with Wisdom, thus requiring Wisdom for multiclassing into the witch class and allowing witch spells to be cast with Wisdom rather than Intelligence.

CLASS FEATURES

As a witch, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per witch level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per witch level after 1st

PROFICIENCIES

Armor: None

Weapons: Blowguns, daggers, quarterstaves, sickles

Tools: Alchemist's supplies, the herbalism kit, and the poisoner's kit

Saving Throws: Charisma, Wisdom

Skills: Choose two from Animal Handling, Arcana, History, Insight, Medicine, Nature, Religion, Stealth, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a dagger or (b) a sickle
- (a) a component pouch, (b) an arcane focus, or (c) a druidic focus
- a set of alchemist's supplies, an herbalism kit, and a poisoner's kit
- (a) a scholar's pack or (b) an explorer's pack
- A spellbook

SPELLCASTING

Whichever magical tradition you hail from, you have an innate talent for spellcraft. Some attribute this to birthright, others to practice, but only with training and dedication will it grow stronger. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting. The witch spell list is included here, at the end of this option.

CANTRIPS

At 1st level, you know three cantrips of your choice from the witch spell list. You learn additional witch cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Witch table.

SPELLBOOK

At 1st level, you have a spellbook containing three 1st-level witch spells of your choice, other than those granted by your choice of Witch's Coven. This spellbook follows the rules set in the sidebar on page 114 of the *Player's Handbook*, excepting that witch spells rather than wizard spells can be copied into your book. Your spellbook holds all the witch spells you know, except for cantrips, which are memorized.

PREPARING AND CASTING SPELLS

The Witch table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of witch spells that are available

for you to cast. To do so, choose a number of witch spells from your spellbook equal to your Intelligence modifier + your witch level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level witch, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *witch bolt*, you can cast it using a 1st-level or 2nd-level slot. Casting a spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of witch spells requires time either studying your spellbook, practicing magical words and gestures, or communing with the powers to which your magic is consecrated. Whichever form this practice takes, it requires at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for witch spells, representing the deep study of natural arcana required for witchcraft. You use Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a witch spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

RITUAL CASTING

You can cast a witch spell as a ritual if that spell has the ritual tag and is recorded in your spellbook. You don't need to have the spell prepared.

SPELLCASTING FOCUS

You can use an arcane focus or a druidic focus as a spellcasting focus for your witch spells.

LEARNING SPELLS OF 1ST LEVEL AND HIGHER

Each time you gain a witch level, you can add one witch spell of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Witch table. On your adventures, you might find other spells that you can add to your spellbook.

On your adventures, you might find other spells that you can add to your spellbook. See the "Your Spellbook" sidebar on page 114 of the *Player's Handbook* for rules on adding found spells to your spellbook, save that you can add witch spells you find, rather than wizard spells.

MULTICLASSING AND STARTING WEALTH

As devoted to their craft as they are, witches are first and foremost individuals, and many dabble in other vocations to round out their knowledge. Multiclassing into the witch class requires an Intelligence score of 13, and grants the weapon and tool proficiencies associated with the witch, but no other proficiencies. You add all your witch levels to your other caster levels when determining the spell slots you receive from multiclassing.

If you are using the rules for starting wealth present on page 143 of the *Player's Handbook*, a witch starts with $2d4 \times 10$ gp.

WITCH'S COVEN

When you first become a witch, you are inducted into a witch's coven, a secretive society of witches that closely guards their magical secrets from those outside.

Select a coven from one of the following options: Coven of the Dark Moon, Coven of the Full Moon, Coven of the Half Moon, Coven of the Crescent Moon, or Coven of the Eclipse. These are detailed later in this class option.

BREWCRAFT

Natural magic and arcane magic are not separate entities to a witch. Because of this, witches are masters of unlocking the arcane potential hidden in common herbs and plants.

Starting at 2nd level you can craft potions using the rules for crafting magic items on page 129 of the *Dungeon Master's Guide*, and both their creation cost and crafting time is reduced by half for you.

You can also craft poisons and other alchemical creations, using the non-magical crafting rules on page 187 of the *Player's Handbook* to craft antitoxin, acid, alchemist's fire, ale, basic poison, or any of the poisons listed on pages 257-258 of the *Dungeon Master's Guide*. The crafting time of these items is reduced by half for you, but their creation cost remains the same.

Your DM may decide that certain potions or poisons (purple worm poison, as an example) are uncraftable to you unless you uncover specific rare ingredients first. Should you acquire them, subtract the price of these rare ingredients from the crafting cost accordingly.

Additionally, you can use your knowledge of herbalism to gather herbs that decrease the crafting cost of potions, poisons, and other items listed here. Whenever you have a day of downtime, you can choose to spend it collecting herbs. After completing this day, roll an Intelligence check, adding proficiency with your herbalism kit if you have one on your person. This check is made with advantage in a marsh or jungle, or disadvantage in a city, desert, or tundra.

Consult the following table, and receive the item associated with your result. You can sell these herbs to interested parties, or use them to reduce the crafting cost of any potion, poison, or other alchemical item listed in this feature by the worth of the herbs. You can use multiple herbs to further reduce the crafting cost of any relevant item you are creating.

Result	Item	Worth	Examples
10-14	1 lb. of common herbs	5 sp	mint, sage
15-24	1 lb. of uncommon herbs	5 gp	horsetail, comfrey
25-29	1 lb. of rare herbs	50 gp	devilroot, embertear
30+	1 lb. of very rare herbs	500 gp	starspine, voidweave

At 9th level, you can make this check twice per day of downtime spent gathering herbs, and at 15th level you can make this check three times, receiving herbs of the associated quality for each result of 10 or greater.

IMBUE POTION

When witches are unable to spend great amounts of time brewing potions, they can imbue a tincture directly with their arcane power. The result is a potion that is easier and less costly to make, but less stable and with little longevity.

Beginning at 2nd level, when you take a short rest and have an empty vial on your person, you can choose one of the following spells you know and can cast with available spell slots:

Spell Level	Spells
1st	<i>charm person, command, cure wounds, disguise self, detect magic, false life, feather fall, mage armor, sleep, speak with animals</i>
2nd	<i>alter self, barkskin, blindness/deafness, detect thoughts, dragon's breath*, enhance ability, enlarge/reduce, invisibility, lesser restoration, protection from poison, see invisibility, spider climb</i>
3rd	<i>catnap*, dispel magic, feign death, gaseous form, nondetection, protection from energy, remove curse, revivify, tongues, vampiric touch, water breathing, water walk</i>
4th	<i>charm monster*, death ward, fire shield, freedom of movement, greater invisibility, stoneskin</i>
5th	<i>awaken, commune with nature, contact other plane, dominate person, greater restoration, legend lore, reincarnate, skill empowerment*, tree stride</i>
6th	<i>find the path, investiture of flame*, investiture of ice*, investiture of stone*, investiture of wind*, true seeing</i>

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

Immediately choose any details this spell would have you select and expend that spell's materials cost and a spell slot equal to the spell level you intend the spell to function at. Instead of any targets specified by the spell, the spell's target becomes the creature that drinks the potion. If a creature must have certain attributes to be subject to the spell (such as a specific creature type), the potion only works on creatures with those attributes.

At the end of the short rest, you then create a potion that is able to impart the spell you selected, with the details you have chosen. The spell slot you have used in the creation of the potion does not refresh as long as the potion exists. Once the potion (or an item it is applied to) has been used, is destroyed, or otherwise ceases to exist, the spell slot can refresh as it would normally, but does not automatically do so.

As an action, a creature can drink the entire potion, administer it to another willing creature, or apply it to an item of food or drink. The potion only confers effects on a creature that drinks it entirely, or that consumes in

WITCHCRAFT AND GENDER

In many worlds, witchcraft as a magical practice is closely aligned with female identification. For whatever reason, the magics that the witches of these worlds practice are primarily (or exclusively) the domain of a single gender.

However, the witch as presented here does not by default align with one gender or another. Members of any gender may be a witch, though cultural and social mores around gender and witchcraft likely vary dramatically from setting to setting.

entirety the item of food or drink to which it is applied. Such a creature immediately gains the effects of the spell you selected, with the specific details you chose when you first created the potion. An applied potion on a consumable item can be detected by a creature holding the item with a successful Intelligence (Arcana) or Wisdom (Survival) check made against your spell save DC.

Spells imparted by this potion last for their normal durations, listed within the text of the spells themselves. If a spell conferred by this feature requires concentration, the creature that drank the potion must maintain concentration on the effect as if they cast the spell themselves. If a potion would require the creature drinking it to make a saving throw, that saving throw is made against your spell save DC.

At any time, you can have a number of active potions from this feature equal to your witch level divided by 3, rounded down. You can also cause any of your potions from this feature to no longer retain their potency with a bonus action, regardless of how far away from you they may be.

JINX

The interplay between natural and arcane magic allows a witch to achieve a variety of strange effects, which may be harmful, beneficial, or outright odd. These effects, known as jinxes, are a cornerstone of any witch's magic.

When you reach 3rd level, you gain knowledge of one jinx of your choice, listed near the end of this section, and you learn more at certain levels as indicated by the Jinxes Known column of the Witch table. Jinxes are potent magical effects that you can use on your turn, unless otherwise specified in the text of the jinx. If a jinx requires a saving throw, it is made against your spell save DC. Effects that specifically suppress magic, such as the

spell *antimagic field*, also prevent you from using jinxes within their area.

You can use this feature only once to produce one jinx you know, before requiring a short or long rest to refresh your usage of this feature. Beginning at 9th level, you can use this feature twice between rests with any jinxes that you know, and at 17th level you can use this feature three times between rests.

OCCULT FAMILIAR

Since time immemorial, witches have formed bonds with familiar spirits, which stand as symbols and sources of their magical power. Historically, familiars have acted as messengers between witches and the unknowable entities that taught them the ways of the arcane, but in modern times familiars mostly serve as companions and foils to their chosen witch.

At 3rd level, you learn the *find familiar* spell and can only cast it as a ritual, unless you learn it from another source. The spell doesn't count against your number of spells known, and when cast as a ritual you ignore any material components.

Familiars you conjure with this spell gain a number of additional benefits:

- The familiar's Charisma and Intelligence scores become 12, unless they are already higher.
- The familiar speaks, reads, and understands all languages you know.
- The familiar is proficient in one additional skill out of Arcana, Deception, Nature, Persuasion, or Survival (choose when it is first summoned).
- The familiar's movement does not provoke opportunity attacks.
- The familiar gains a number of additional maximum hit points equal to your witch level.
- If the familiar succeeds on a saving throw and would take half damage, it instead takes no damage.



ROLEPLAYING A FAMILIAR

Familiars gifted with the power of speech often carry their own force of personality, and, like witches, have very strong opinions on what goes on around them. A familiar can be roleplayed a number of ways, such as being a foil to the witch they are paired with, a steadfast support, or an inquisitive trickster that always seems to find trouble.

Whether the witch's player or the DM roleplays a familiar is left intentionally vague, and should be discussed with your group, though the player is expected to control the familiar in combat. As a further option, many familiars are content to be passive observers, only commenting if necessary, should roleplaying a familiar prove too disruptive to the flow of gameplay.

Should you wish to further define your familiar's identity, however, you can roll on the tables included here for your familiar's personality, ideal, and flaw. A familiar's bond is always, "I must protect my master and ensure their success."

d8 Personality Trait

- 1 I'm endlessly optimistic, and determined to find the best in everything!
- 2 I'm polite, refined, and distinguished at all times.
- 3 I show my love through relentless sarcasm.
- 4 Magic fascinates me. My master must learn more of it!
- 5 I'm very shy. Strangers must first earn my trust.
- 6 I have a voracious appetite, and am always looking for new snacks.
- 7 I worry that my master isn't good enough, so I constantly nudge them towards greatness.
- 8 I'm frustrated with my lack of thumbs and often try new techniques to compensate for this.

d6 Ideal

- 1 **Knowledge.** We must know everything there is to know! (Neutral)
- 2 **Secrets.** The more hidden something is, the greater its worth. (Neutral)
- 3 **Obedience.** Like it or not, my master makes the rules here. (Lawful)
- 4 **Freedom.** I do what I want, and I may or may not apologise later. (Chaotic)
- 5 **Greed.** When I find something I want, I have to have it! (Neutral)
- 6 **Respect.** All should respect my master's ability, and by extension myself. (Neutral)

d6 Flaw

- 1 I always watch my master to see what they are doing wrong. I voice my disapproval in little, subtle ways.
- 2 My curiosity is completely out of check.
- 3 I feel as if I'm four sizes greater than I am, and am bold to a fault.
- 4 I'm an unrepentant coward. Let my master fight for me, I'm staying out of it!
- 5 I hoard shiny objects in all my master's pockets when they're asleep.
- 6 Everyone except my master is expendable to me, and I make sure they know.

ENCHANT BROOM

At 7th level, you've learned the secret ritual required to make a witch's broom, the flying conveyance of any true witch. You can undertake an hour-long ritual that prepares one broom (or, with your DM's permission, any sufficiently broom-like object) to become your witch's broom.

After this ritual is complete, this broom counts as a *broom of flying* (*Dungeon Master's Guide*, page 156), and you choose the command word needed to activate it. This broom responds only to your use of its command word, and will refuse to move if anyone else tries to ride it while you are not already on it. The broom is still able to move about unoccupied as normal, however.

If you perform this ritual on a second broom while you already have a witch's broom benefiting from this feature, the first witch's broom returns to its initial mundane state, and the new broom becomes your witch's broom.

FINE FETTL

At 11th level, you are perpetually healthy and resistant to conditions that could be the death of others. You have resistance to poison damage and are immune to disease and the poisoned condition.

GRAND OLDE WYTCH

Once you reach 20th level, you have been honored with the title of Grand Olde Wytch, bestowed on only the greatest practitioners of witchcraft. If you roll initiative and have no uses of your Jinx ability remaining, regain one of its uses.

Additionally, you age only 1 year for every 5 years you grow older, are immune to the negative effects of aging, and cannot unwillingly die from old age.



WITCH'S COVENS

When the first witches learned magic from mysterious entities in the dead of night, they were charged with finding new practitioners and teaching them the ways of natural arcana. While this originally took the form of a band of practitioners bound in ritual by firelight, more scholastically-oriented witches can treat their covens similar to a formalized house of students in a prestigious academy.

Regardless, covens traditionally exist with members in multiples of three, a number considered auspicious in the annals of witchcraft. Each coven ensures its members excel in a particular area of witchcraft, a legacy that can be dated back to the earliest days of that coven's founding.

COVEN OF THE DARK MOON

All witches possess a supernatural tie to the magic of shadows and the night, but those that band together under the Coven of the Dark Moon are the most innately acquainted with this midnight arcana. Known as dark witches, they are sworn under the darkness of a new moon to sow curses and discord, disrupting the structures of society, for better or for worse. As such, witches of this coven tend to be chaotic in nature, but may be good, neutral, or evil depending on their individual morals.

DARK 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.

DARK MOON SPELLS

Witch Level	Spells
1st	<i>bane, Tasha's hideous laughter</i>
3rd	<i>blindness/deafness, darkness</i>
5th	<i>animate dead, bestow curse</i>
7th	<i>blight, Evard's black tentacles</i>
9th	<i>contagion, insect plague</i>

MIDNIGHT'S OWN

When you join this coven at 1st level, you gain darkvision out to 30 feet, or increase the range of your existing darkvision by 30 feet. Your darkvision can see through magical darkness.

Additionally, by using a bonus action on your turn you can reduce the light level in a 10 foot radius centered on yourself, lowering it from bright light to dim light, or from dim light to darkness. This lasts for up to 1 minute or until the creature the darkness is centered on moves or takes damage.

At 3rd level when you use this portion of this ability, you can choose to center the reduction in light on your familiar instead of yourself. Only one such zone can be active at any time, and creating a new one on a different target causes the first to dissipate.

MINIONS OF THE DARK MOON

At 6th level, you have an almost reflexive grasp on the dark energies at your command, and can use them to create minions at a moment's notice. If a medium or small humanoid dies while within 10 feet of you or your familiar, you can use a reaction to instantly animate their corpse as your choice of either a skeleton or a zombie (*Player's Handbook*, pages 310-311).

This creature lasts for an hour or until it is destroyed, after which it disintegrates into dust. You can use this ability a number of times equal to your Intelligence modifier (minimum once), after which you require a long rest to refresh its uses.

Further, any skeleton or zombie you create with a witch spell or feature has its maximum hit points increased by half your witch level, and adds half your proficiency bonus to its rolls to hit with attacks.

CREATE SCARECROW

Starting at 14th level, you discover the terrifying secret to creating scarecrow servitors, golems of thatch, weaving, and wood that each contain a humanoid soul. Creating a scarecrow requires an hour long ritual involving a humanoid either killed within the past hour, or restrained for the duration of the ritual, during which you construct the scarecrow's body from available materials and imbue it with the humanoid's soul. If the humanoid is alive during this ritual, they die upon the ritual's completion.

A scarecrow lasts until it is destroyed, and you can have no more than 4 scarecrows active at any time. Creating a new scarecrow while you have 4 active scarecrows causes a randomly-chosen active scarecrow to burst into flames and be reduced to ash. The statistics for a scarecrow can be found on page 268 of the *Monster Manual*.

Scarecrows have none of the memories of their mortal souls, but occasionally retain quirks and mannerisms. Your DM may decide to roll or choose one of the options on the following table, if they wish to add character to your scarecrows. It is recommended that no more than two of your scarecrows develop a quirk, however, to avoid disruption to the flow of gameplay.

d10	Scarecrow Quirk
1	Bows respectfully to anyone it considers of importance.
2	Often becomes lost staring at itself in a mirror or reflective surface.
3	When left idle, makes stitched dolls that resemble its mortal form.
4	Dances silently by itself when it thinks no one is looking.
5	Tries on spare articles of clothing it finds, unless told specifically not to.
6	Attempts to secretly collect one specific type of item, such as forks or bells.
7	Favors one type of gaming set, and will attempt to join any games of that type it sees.
8	Sometimes attempts to eat objects, despite not having a functional mouth.
9	Writes letters and even books, though the writing appears to be gibberish.
10	Gathers flowers and tries to give them to children it sees.

COVEN OF THE FULL MOON

Though the night may be dark, it is not without life, compassion, and mercy. The light of the full moon is a beacon to those that travel by night, assuaging their fears and lending them hope in the darkness. So, too, do the witches sworn to the Coven of the Full Moon give hope and healing, both to their allies and to the domains of nature. Witches of this coven are known as white witches and are often neutral or good, very rarely having any reason to stray towards evil, though they may be as lawful or chaotic as they see fit.

FULL 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.

FULL MOON SPELLS

Witch Level	Spells
1st	<i>cure wounds, healing word</i>
3rd	<i>calm emotions, lesser restoration</i>
5th	<i>remove curse, revivify</i>
7th	<i>aura of purity, death ward</i>
9th	<i>dispel evil and good, greater restoration</i>

ABUNDANT HEALTH

When you join this coven at 1st level, your healing magic carries with it the abundance of nature. If a witch spell or ability you use heals a target to their maximum hit points, any healing the spell or ability would do in excess of this amount instead becomes temporary hit points for the target, which last for up to one minute.

FAMILIAR'S SOLACE

At 6th level, your familiar's ties to your magic can save those around them from the specter of death. On your turn, you can use a bonus action to stabilize any number of creatures of your choice that are at 0 hit points and within 5 feet of your familiar.

In addition, creatures affected by this ability regain 1 hit point. Once a creature regains a hit point from this ability, it cannot regain hit points from this feature again until it has taken a long rest.

LIGHT OF THE FULL MOON

Starting at 14th level, you can choose one creature you can see within 60 feet of you as an action, imbuing that creature with the radiance of the full moon for one minute. During this time, the creature emits dim light in a 30 foot radius of itself.

Any creature you designate within this light is immune to having its maximum hit points reduced, and can use a bonus action on its turn to draw power from the moonlight, healing itself for an amount of hit points equal to your Intelligence modifier + half your witch level.

Once you use this ability, you cannot use it again until you have taken a long rest.

COVEN OF THE HALF MOON

Notorious for playing tricks on mortal eyes, moonlight casts strange shadows, making things appear to be other than they are. When the moon is perfectly half-lit and half covered in shadow, the dim light it casts clouds the truth of all things, in equal part revealing and creating lies and deceptions. Witches of the Coven of the Half Moon are experts at crafting moonlight to their will, using it to both expose and author new treacheries. These grey witches (as they are known) trend towards being neutral, though many good and evil grey witches exist. Though many grey witches are chaotic, some few are lawful, using their deceptions and trickery to reinforce the order of society and civilization.

HALF 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.

HALF MOON SPELLS

Witch Level	Spells
1st	<i>disguise self, silent image</i>
3rd	<i>mirror image, phantasmal force</i>
5th	<i>hypnotic pattern, major image</i>
7th	<i>greater invisibility, hallucinatory terrain</i>
9th	<i>mislead, seeming</i>

REVEALING LIGHT

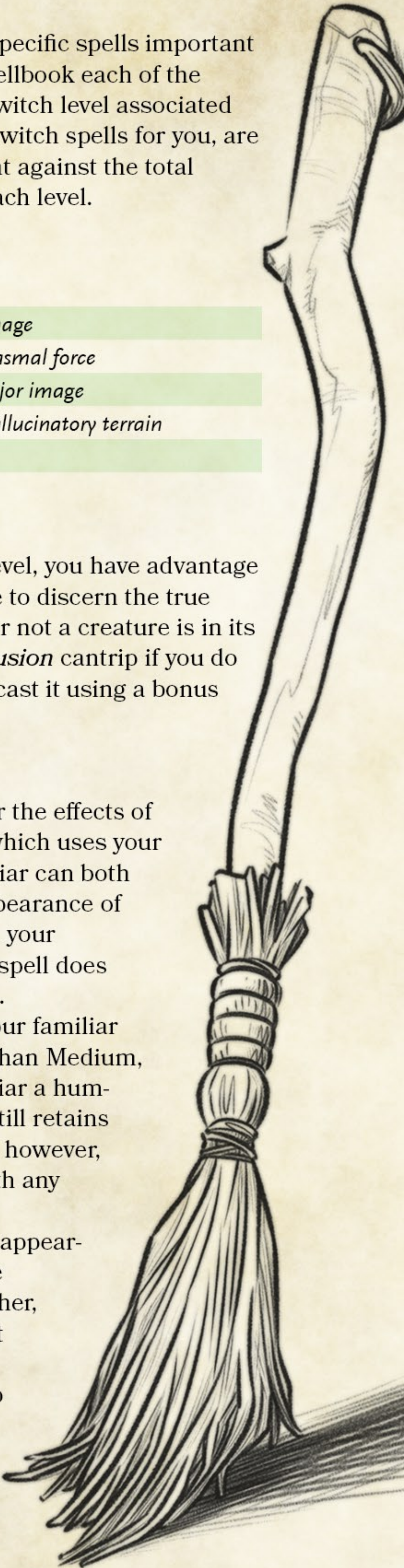
When you join this coven at 1st level, you have advantage on any Investigation checks made to discern the true nature of an illusion or whether or not a creature is in its true form. You learn the *minor illusion* cantrip if you do not already know it, and you can cast it using a bonus action or an action.

DISGUISE FAMILIAR

At 6th level, your familiar is under the effects of a permanent *disguise self* spell, which uses your spell save DC. You and your familiar can both dismiss, reapply, or adjust the appearance of this illusion by using an action on your respective turns. Reapplying this spell does not require expending a spell slot.

Further, this spell can make your familiar appear to be any size no greater than Medium, and can appear to give your familiar a humanoid body shape. Your familiar still retains its normal configuration of limbs, however, and cannot physically interact with any object that requires hands.

If the illusion has a humanoid appearance, the illusion does not behave exactly as your familiar does. Rather, it follows the general idea of what your familiar is doing. Thus, an illusion of a halfling placed on top of a cat familiar does not walk on four legs as a cat does, but rather walks on two, as would be normal for a humanoid.



FIGMENTS

Starting at 14th level, you gain the ability to craft potent illusory curses. You can touch a creature and use an action to force it to make a Charisma saving throw against your spell save DC. If it fails, it is subject to one of the following curses of your choice.

You decide the parameters of the curse when you first inflict it, and it lasts until a remove curse spell or similar magic is cast on the target. The curse also fades after you take a long rest, unless you choose to extend it, expending your use of this feature to do so. Otherwise, once you use this feature and a creature fails its saving throw, you cannot use it again until you take a long rest.

The curses you can select from are as follows:

False Face. The target is affected by an illusion that makes them (and their clothing, armor, weapons, and other belongs on their person) look different in a method of your choosing. They can seem up to 1 foot shorter or taller, be visibly heavier or lighter, but must have the same basic arrangement of limbs.

This illusion is powerful enough to hold up to physical inspection, seeming real to the touch, modifying the target’s voice and other sounds they would produce, and even emitting convincing smells. A creature can discern that the target is under an illusion, but must first use an action to inspect the target and succeed on their choice of either an Intelligence (Arcana) or Intelligence (Investigation) check, with disadvantage, against your spell save DC.

Wrongsight. You change how one facet of the world appears to the target, substituting reality with what you wish the target to see. You could, as examples, dictate that all doors appear open to the target, or that all humans appear to be orcs. You cannot change how the entire world appears to the target; you cannot choose for the target to perceive the world to be made of lava, but you can specify that the target sees the floor of any given room as lava.

If the target suspects a facet of the world is not what it seems, they can use an action to make an Intelligence (Investigation) check with disadvantage against your spell save DC. On a success they know the target for what it really is, though their incorrect perception of the target does not change. Over time, the target may begin to assume certain things are illusions and act as such, but they most likely will not always be correct.

COVEN OF THE CRESCENT MOON

Witches are practical and pragmatic by nature, and many know full well the limits of spellcraft. The green witches of the Coven of the Crescent Moon train with both blade and spell, and style themselves as the protectors of witchcraft, both within and without, and tend to be lawful in nature. Should a witch-hunter make too much headway or a spellcaster delve too deeply into the darkest secrets of magic, the green witches will be there, fighting to restore the balance.

CRESCENT 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.

CRESCENT MOON SPELLS

Witch Level	Spells
1st	false life, shield
3rd	cloud of daggers, shadow blade*
5th	elemental weapon, protection from energy
7th	fire shield, stoneskin
9th	destructive wave, steel wind strike*

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

BATTLE WITCHCRAFT

When you join this coven at 1st level, you are trained to be more adept at melee combat. You gain proficiency with the scimitar, shortsword, and rapier. When you hold a sickle, it has the finesse property in addition to its regular properties and deals 1d6 slashing damage on a hit.

Further, you add your Intelligence modifier as a bonus to rolls for initiative and on any Constitution saving throws you make to maintain concentration on a spell.

CRESCENT STRIKE

Also at 1st level, once on your turn when you hit a target with a melee attack while you are holding a weapon, you can cleave into a different creature within 5 feet of the initial target, dealing an additional 1d6 damage of your weapon’s type to that creature.

If you have a familiar, instead of dealing this damage you can choose to have your familiar use its reaction to deal 1d6 bludgeoning, piercing, or slashing damage (your choice) to one creature adjacent to it. This damage dealt by your familiar is magical for the purposes of resistance and immunity.

Dealt in either way, this damage increases by 1d6 at 6th level (2d6), 10th level (3d6), 14th level (4d6), and 18th level (5d6).

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

HASTENED ARCANA

Starting at 14th level, you can concentrate to channel your magical ability even as you strike. On a turn in which you use the Attack action, you can use a bonus action to cast one witch cantrip you know that would normally require an action.

YOUR MOONS MAY VARY

The magic wielded by witches holds strong thematic ties to the night, and the covens witches form identify themselves with a specific phase of the moon, practicing rituals and dedications under its auspice.

However, not every setting has a moon. Witches in settings without a moon tend to identify themselves with constellations or other celestial bodies, typically those that share a symbology with what their coven represents. For example, the Coven of the Full Moon in such a setting could identify with a constellation in the shape of a tree or a legendary healer. Likewise, the Coven of the Dark Moon might identify themselves with a dimly-lit planetoid, fast moving and barely visible in the night sky, that has taken on the mythological trappings of a particular trickster spirit.

In a world with multiple moons, each coven may consecrate themselves to one of them, or to a particular celestial arrangement of moons in the sky. In such a world, the Coven of the Half Moon might hold a binary combination of one full moon and one new moon to be sacred, as an example.

COVEN OF THE ECLIPSE

All witches know fully well there are magics they are forbidden to study, forgotten secrets that, if dabbled with, can easily be the end of the world. Though exceedingly rare, these red witches fall within the Coven of the Eclipse, dedicating themselves to their craft under the auspice of a lunar eclipse. Such witches can easily be evil malefactors obsessed with power, or they can simply be chaotic seekers of truth, willing to go to any length to understand the origins of their abilities.

ECLIPSE 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.

ECLIPSE SPELLS

Witch Level	Spells
1st	<i>arms of Hadar, dissonant whispers</i>
3rd	<i>crown of madness, flaming sphere</i>
5th	<i>hunger of Hadar, summon lesser demons*</i>
7th	<i>phantasmal killer, summon greater demon*</i>
9th	<i>immolation*, infernal calling*</i>

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

THE OLD SPEECH

When you join this coven at 1st level, you learn the languages Infernal and Abyssal.

As an action on your turn, you can choose one creature that can hear you within 30 feet of you and issue a commanding word in one of these languages, which terrifies its target into submission. That creature must make a Wisdom saving throw against your spell save DC. If it fails, it becomes prone and frightened of you. The creature can recover normally from prone, and is frightened of you until the end of its next turn.

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

FIENDISH AFFINITY

At 6th level, the dark powers behind your magic entrust you with one of their own. When you cast *find familiar*, you can choose to have your familiar be an imp or a quasit. Should you select one of these familiars, you cannot choose for it to be any type other than a fiend.

Further, while your familiar is an imp or a quasit, you can choose to make one creature that shares a space with your familiar appear to be a fiend to all other fiends that perceive it. You decide the exact nature of this fiendish appearance, but it cannot be of a different size than the creature you are targeting. A creature under this appearance has advantage on all Charisma checks made against fiends, and creatures conjured by spells such as *summon lesser demons* and *summon greater demon* consider this creature one of their own.

HAGFORM

Starting at 14th level, you can use a bonus action to let your fiendish power overtake you and transform into a night hag, a blue skinned, horned demonic creature, many of whom are the progenitors of this coven. This form lasts for up to a minute, until you are rendered unconscious, or until you dismiss it with another bonus action. Once you use this ability, you cannot use it again until you have completed a long rest.

While in this form, you gain the following:

- Your type is fiend, instead of any other types you have.
- Darkvision out to 120 feet.
- Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered.
- As an action, you can cast the spell *etherealness* at-will as a 7th level spell without expending a spell slot. When cast in this way, the spell ends when you return to your original form.
- Damage dealt by your cantrips uses the highest possible number on each die, instead of rolling.

A WORLD WITHOUT XANATHAR'S

Some of the subclasses detailed here hinge heavily on the spells included in *Xanathar's Guide to Everything*, though not all groups may have access to this resource.

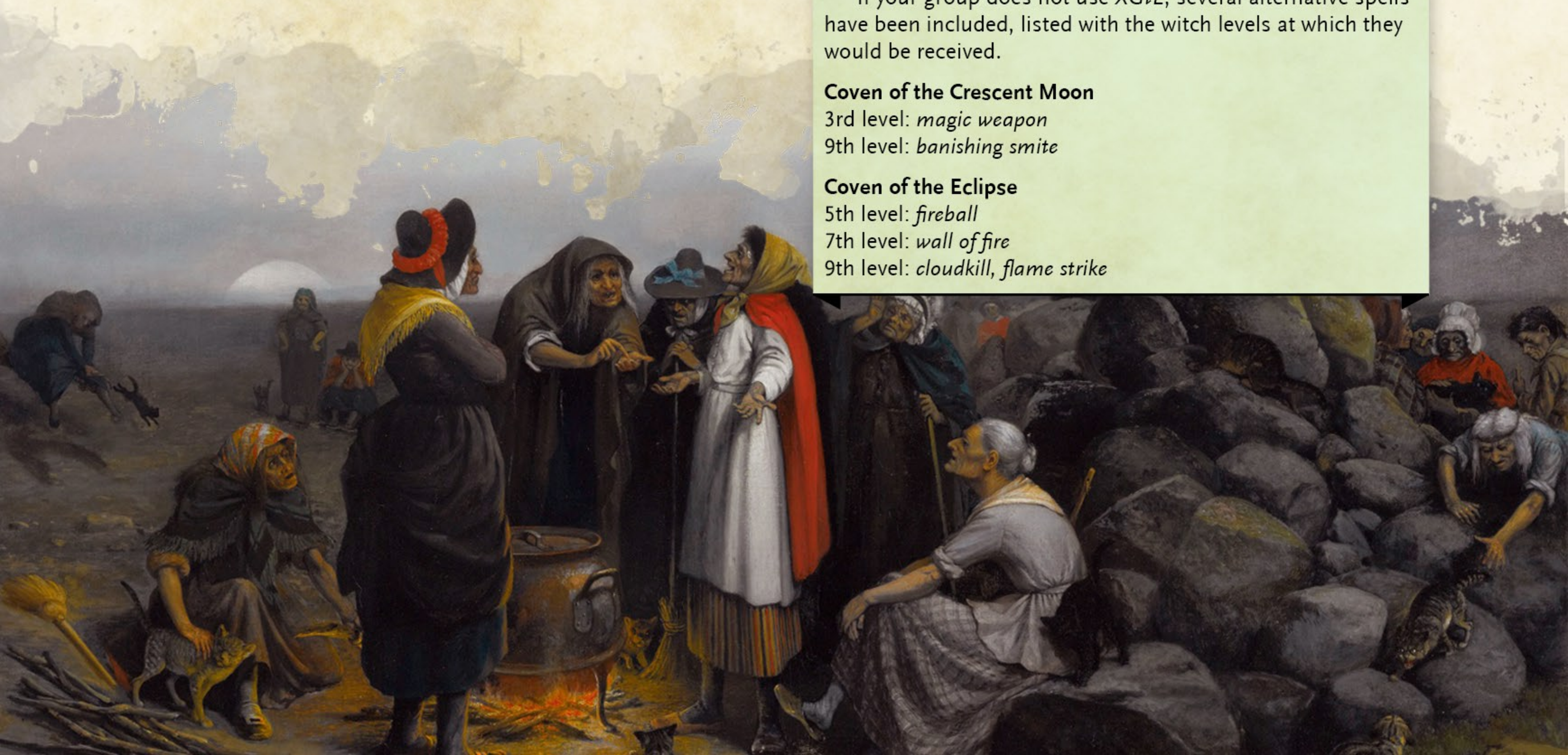
If your group does not use XGtE, several alternative spells have been included, listed with the witch levels at which they would be received.

Coven of the Crescent Moon

3rd level: *magic weapon*
9th level: *banishing smite*

Coven of the Eclipse

5th level: *fireball*
7th level: *wall of fire*
9th level: *cloudkill, flame strike*



JINXES

If a jinx has prerequisites, you must meet them to learn it. Whenever you gain a witch level, you can replace a jinx you know with another jinx that you meet the prerequisites for. If you do so, any persistent effects of the jinx you no longer know cease to function.

ANIMATE HAIR

Using a bonus action, your hair grows to a length of five feet and begins to undulate, forming four large, living tendrils. While under the effects of this jinx, you can use your hair to make attacks or lift small items. Items lifted by your hair can weigh collectively up to twenty pounds, or up to four objects (one per tendril) of five pounds or lighter. You are able to manipulate these objects with your hair as you would your hands.

If attacking, your hair counts as an unarmed strike with the reach property, which adds your choice of either your Intelligence or Dexterity modifier in place of Strength on its rolls to hit. On a hit, your hair deals bludgeoning damage equal to 1d8 + your choice of either your Intelligence or Dexterity modifier.

You can also use your hair to perform a grapple against any creature within its reach. Use a check with your choice of either your Dexterity or Intelligence modifier in place of any Strength (Athletics) checks the grapple would have you make. Your hair can grapple up to four creatures separately, as each tendril counts as an open hand for this purpose.

Your hair can hold weapons and shields as it would any other item, but cannot use them to make attacks or confer any bonuses. Your hair also does not confer upon you any additional attacks or object interactions beyond what you would otherwise be capable of.

This effect lasts for up to one minute or until you dismiss it with a bonus action, whereupon your hair resumes its previous length and appearance, and drops any objects or creatures it may be holding.

ANIMATE HUT

Prerequisite: 13th level

As an hour-long ritual undertaken as part of this jinx, you can animate a hovel, hut, or small house, causing it to grow two to eight legs that can be organic or inorganic in appearance.

This animated hut is a construct immune to disease, poison damage, and being frightened, poisoned, or charmed, and has an AC of 16, 100 hit points, a speed of 50 feet, 26 Strength, 12 Dexterity, 18 Constitution, a 4 in all other statistics, and is considered to be Gargantuan in size. If the owner of this hut does not consent to the ritual taking place, the jinx will be expended with no effect. If the hut is reduced to 0 hit points, it returns to its inanimate state, but may suffer some structural damage in doing so.

While you are within this hut, you can expend an action to cause the hut to move in a direction of your choice. As a part of this action, you can cause the hut to take either the Dash or Dodge action. If you are not within the hut but on the same plane as it, you can call it to move to you (taking the Dash action) as a continuous ritual that lasts until the hut arrives, which requires you to stay within the same location for the ritual's duration.

In either case, the hut is semi-intelligent and will avoid obvious pitfalls and hazardous terrain. If the hut



WITCH'S MOVING STRONGHOLD

If you desire, the Animate Hut jinx may be used with a structure granted by the *Fortresses, Temples, and Strongholds* supplement, also available from WALROCK HOMEBREW on the DM's Guild.

If you choose to do so, Animate Hut may make ambulatory any structure with 2 or less room points. Built rooms continue to function mostly as normal, though it may be easier or harder for traders to use your trade-specific rooms depending on the structure's location. Use sidebar rules found in *The Invisible Hand at Work* on the Traders and Merchants page, if your structure ends up in a favorable or unfavorable location for trade.

Additionally, should the Animate Hut jinx not meet your needs, both the *call stronghold* and *raise land* spells may be considered witch spells for you.

cannot find a way forward (if it is too large for a path, for example), you instinctively know that something is blocking it. The hut is unable to attack, and will actively avoid harming creatures or destroying terrain in the course of its movement.

If you undertake this ritual while you already have an animated hut, the first hut returns to its inanimate state, and the new hut becomes your animated hut. At 17th level when you undertake this ritual, you can instead cause the hut to grow wings and fly, granting it a flying speed of 100 feet with the hover quality instead of its normal movement speed.

BEAST SKIN

Prerequisite: 5th level

As a bonus action, you can transform into a beast of CR 0 without a swimming or flying speed for up to one hour. In all ways other than those listed here, this transformation follows the rules for a druid's Wild Shape feature, as outlined on pages 66-67 of the *Player's Handbook*. While in this form, you are unable to use any other jinxes you know. Regardless of how many uses your Jinx feature has, you can only use this jinx one time before requiring a long rest to refresh its usage.

Once you reach 11th level, the beast you transform into can have a swimming or flying speed.

CACKLE

As a bonus action you elicit a wicked cackle, unnerving to those nearby. Creatures within 15 feet of you cannot target you with opportunity attacks until the beginning of your next turn.

COMBINE POTIONS

Prerequisite: 9th level

You undertake a 10 minute ritual to combine two potions or poisons you have on your person into a single item with the effects of both. The potions or poisons you're combining can have been created with your Brewcraft or Imbue Potion features, found in the wider world, or both.

You cannot combine two potions that would require concentration, nor can you combine a previously

combined potion or poison with any other item. If you are combining two potions created with Imbue Potion, they still count as two potions for the purposes of the feature's potion limit.

At the end of the ritual, make an Intelligence (Alchemist's supplies) check with a DC of 30 – your witch level. On a success, you have created the combined potion or poison, and both of the new item's effects can be applied with a single action.

If this check fails, however, one of the items you attempted to combine is destroyed, chosen at random. Further, roll once on the Potion Mishaps table, and suffer the result.

CONJURE EFFIGY

Prerequisite: 5th level

Using this jinx requires that you first have a lock of hair, a fingernail, a scale, a locket, or another similar personal item belonging to its target. On any of your turns, without using this jinx, you can use a bonus action and attempt to retrieve such an item from a target within 5 feet of either you, your familiar, or a mage hand under your control. Make a melee spell attack roll using your against the target. On a hit, you retrieve one inconsequential personal item of your choice.

While you are holding a personal item, you can use an action on your turn to conjure a 1 lb. straw doll that resembles the creature you choose that one of these items belongs to. This doll appears in the hand holding the personal item, and the target's personal item is affixed to the doll in some way. This doll lasts for one hour before it and any personal items used in its creation lose their magical potency and no longer function.

Damage done with this doll cannot kill a creature, and if a creature is reduced to 0 hit points through usage of this doll, it is rendered unconscious but is immediately stabilized. Any damage dealt with the use of this doll counts as magical for the purposes of overcoming resistance and immunity.

As part of the action used to conjure the doll, or as a separate action on a later turn while you are holding the doll, you can perform any of the following:

Pinprick. You pull out a short pin and stab the doll. Make a spell attack roll against the creature the doll resembles. On a hit, it takes piercing damage equal to 1d8 + your Intelligence modifier. This damage gains an additional d8 at 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Open Flame. You expose the doll to fire, burning it. You can choose to expend a spell slot as a part of this action. The creature the resembles must make a Charisma saving throw. If it fails, it takes 2d6 fire damage, plus an extra 1d6 for each level of the spell slot you expended (if you used one). If the target succeeds on its saving throw, it takes half this amount. In either case, this destroys the doll.

Throw. You throw the doll up to 10 feet in a direction you choose. The creature it resembles must make a Charisma saving throw. If it fails, it is moved 10 feet in a direction of your choice other than upwards for every 5 feet you threw the doll. If the creature fails the save and if it or the doll collide with any solid objects (other than the floor) during this throw or forced movement, the creature takes bludgeoning damage equal to your witch level.

Crush. You throw the doll to the ground and stomp on it. The creature it resembles must make a Charisma

d10	Potion Mishaps
1	The potion fumes turn your skin green. Only a <i>remove curse</i> spell can end this effect.
2	A large, unsightly wart grows in a prominent position on your body.
3	The destroyed potion explodes, catching you on fire and dealing 1d6 fire damage each turn until you use an action to render yourself prone and put it out.
4	The potion releases a toxic miasma, as if you had cast the spell <i>stinking cloud</i> centered on yourself.
5	Roll 1d100. This is the percentage of your hair that falls out.
6	The potion ignites in a loud flash and an explosive bang. You are blinded and deafened for one minute.
7	Smoke from the potion deadens your senses. Everything smells and tastes like dirt for 24 hours.
8	The potion's fumes cloud your mind, and you forget all events that happened within the last hour.
9	Within 20 feet of you, all plants wilt and die, and all food and milk spoils.
10	One randomly determined item on your person is transported to the Ethereal Plane.

saving throw. If it fails, it is rendered prone and takes bludgeoning damage equal to your witch level.

CURSE OF CRAVING

Prerequisite: 13th level, Coven of the Dark Moon or Coven of the Eclipse

Using an action you touch one humanoid, which must make a Charisma saving throw. If it fails, the target suffers your choice of one of the following curses, which can be negated with a remove curse or similar magic. Only one creature can be affected by this ability at any time, and subjecting a new creature to this jinx releases a previously cursed target.

The effects you can apply are as follows:

Adoration. The target develops a deep admiration for a creature of your choice, which you must have seen and that knows at least one language. The creature you choose can be yourself. The target is considered charmed by that creature. When the target takes a long rest, it can repeat the initial saving throw, ending this effect on a success.

Starvation. The target has either an unending hunger or thirst (your choice) that no amount of food or water will satiate. At the end of the day (typically after a long rest), the target suffers the effects of food or water deprivation, as listed on page 185 of the *Player's Handbook*, as if it had consumed no food or water that day. This effect only functions if the target needs to eat food or drink water to survive. Each day after suffering deprivation in this way, the target may repeat the initial saving throw. If it succeeds, this effect ends, though the target still suffers the effects of food or water deprivation until they are mitigated normally.

ENLARGE FAMILIAR

Prerequisite: 5th level

As a bonus action you use your magic to increase your familiar's size and strength dramatically, making them a much more formidable foe. Your familiar grows to medium size, gains an AC of 8 + your proficiency bonus + your Intelligence modifier, and they gain an additional amount of maximum hit points equal to your witch level (in addition to the increase they receive from Occult Familiar). The Strength, Dexterity, and Constitution scores of your familiar all increase to 10 (unless they are greater already), and you choose one of these scores to instead increase to 14.

Your familiar also gains an attack which adds your Intelligence modifier and proficiency bonus to its roll to hit (in place of the familiar's own stats), and on a hit deals piercing, bludgeoning, or slashing damage (your choice) equal to 1d8 + your Intelligence modifier. Your familiar still cannot attack on its own, and you must use a bonus action to allow it to use an Attack action, or use a reaction of your own to allow it to make an opportunity attack. If you have the Crescent Strike feature, the dice it provides when your familiar deals damage grow from d6s to d8s for the duration of this jinx.

This transformation lasts for up to one minute, until your familiar is reduced to 0 hit points, or until you end it as no additional action.

At 11th level, you can choose to instead to have your familiar grow to Large size. If you do, your familiar gains a further 5 additional maximum hit points, and the attack it this ability grants deals an extra 1d8 damage.

EVIL EYE

As a bonus action, choose one creature within 60 feet of you and one type of save. That creature has disadvantage on that save until the end of your next turn.

At 11th level, instead choose two types of saves for the creature to suffer disadvantage on. At 17th level, instead choose three types of saves.

GUIDING LIGHT

Prerequisite: 5th level, Coven of the Full Moon or Coven of the Half Moon

Using a bonus action, you create a luminous beacon over your head that shines with the radiance of the moon. Any creatures you designate within 30 feet of you can use a reaction to immediately move a distance up to their movement speed closer to you. This movement does not provoke opportunity attacks.

HEADODOGY

As a bonus action, choose one skill out of Persuasion, Deception, Intimidation, or Insight. Checks you make with this skill within the next minute have advantage.

At 5th level, instead choose two skills from this list. At 11th level, choose three skills, and the first creature against whom you succeed on a check with one of your chosen skills is charmed by you or frightened of you (your choice) for the duration.

POISON BRIARS

Prerequisite: 5th level

You cause poisonous brambles to instantly grow at any location you choose on the ground without 60 feet of you that is not already occupied by a creature. You create a number of 5 foot by 5 foot by 2 foot high patches of brambles equal to half your witch level (round up). These patches do not have to be contiguous, and are considered difficult terrain.

A creature that moves into or starts its turn in a patch of brambles must make a Constitution saving throw. If it fails, it takes piercing damage equal to your Intelligence modifier, and poison damage equal to your witch level. These briars have an AC of 10, and each patch lasts for 1 minute or until they receive 10 slashing or fire damage.

SHARE PAIN

When you or a creature you can see within 60 feet of you are hit with an attack, you can use a reaction to transfer some of the attack's damage back to the attacking creature. Reduce the damage the creature hit with the attack receives by half (round up), and the attacking creature must make a Constitution saving throw. If it fails, it takes the same amount of damage received by the target of its attack.

WALK THE CRESCENT PATH

Prerequisite: 5th level, Coven of the Crescent Moon

When you take the Attack action on your turn, you can teleport to a point you can see within 15 feet. You can teleport before, after, or (if you have the Extra Attack feature) in between the attacks granted by your Attack action.

WARDING MISFORTUNE

Using a bonus action, target one creature you can see within 60 feet of you, which can be yourself. Until the start of your next turn, any attacks against that creature

are made with disadvantage.

At 11th level, you can target two creatures with this effect. At 17th level, you can target three creatures.

WITCHWARP

As a bonus action, you and your familiar teleport, each of you appearing at the other’s previous location.

At 11th level, one creature adjacent to either you or your familiar can be teleported as well, appearing in a space of your choosing within 5 feet of either your familiar or yourself.

WITCH SPELLS

This section includes all spells available to the witch class, other than those determined by choice of Witch’s Coven. Spells found in a location other than the *Player’s Handbook* carry a symbol denoting their source. An index for these symbols can be found below.

Symbol	Source
None	<i>Player’s Handbook</i>
*	<i>Elemental Evil Player’s Companion</i>
†	<i>Xanathar’s Guide to Everything</i>
‡	<i>Codex of Waves</i> (available on DM’s Guild)

CANTRIPS (0 LEVEL)

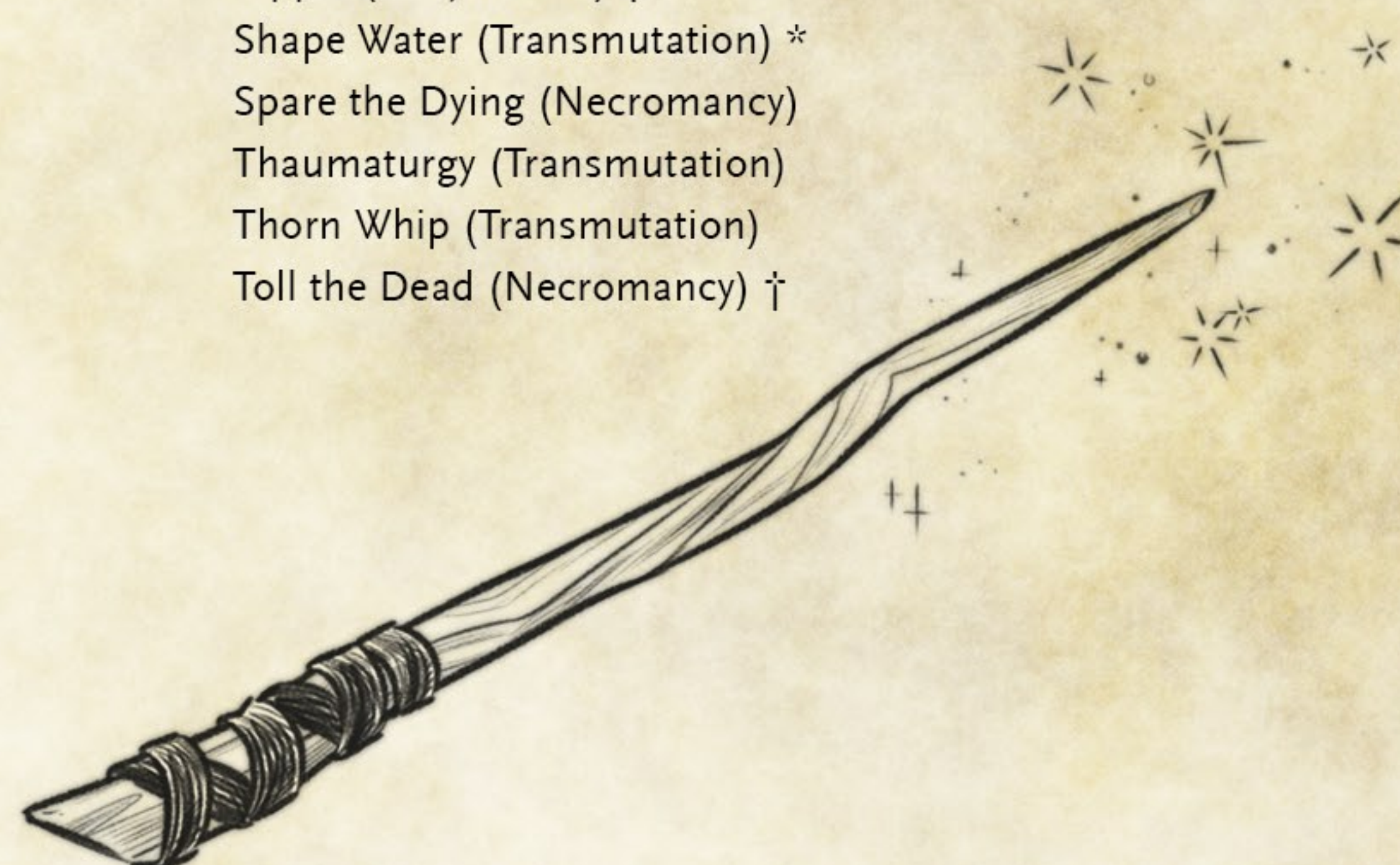
- Acid Splash (Conjuration)
- Chill Touch (Necromancy)
- Control Flames (Transmutation) *†
- Create Bonfire (Conjuration) *†
- Dancing Lights (Evocation)
- Druidcraft (Transmutation)
- Friends (Enchantment)
- Frostbite (Evocation) *†
- Guidance (Divination)
- Gust (Transmutation) *†
- Infestation (Conjuration) †
- Mage Hand (Conjuration)
- Magic Stone (Transmutation) *†
- Mending (Transmutation)
- Message (Transmutation)
- Minor Illusion (Illusion)
- Mold Earth (Transmutation) *†
- Poison Spray (Conjuration)
- Prestidigitation (Transmutation)
- Primal Savagery (Transmutation) †
- Produce Flame (Conjuration)
- Ray of Frost (Evocation)
- Ripple (Conjuration) ‡
- Shape Water (Transmutation) *
- Spare the Dying (Necromancy)
- Thaumaturgy (Transmutation)
- Thorn Whip (Transmutation)
- Toll the Dead (Necromancy) †

1ST LEVEL

- Alarm (Abjuration, ritual)
- Animal Friendship (Enchantment)
- Beast Bond (Divination) *†
- Catapult (Transmutation) *†
- Cause Fear (Necromancy) †
- Charm Person (Enchantment)
- Command (Enchantment)
- Comprehend Languages (Divination)
- Create or Destroy Water (Transmutation)
- Detect Evil and Good (Divination)
- Detect Magic (Divination, ritual)
- Detect Poison and Disease (Divination, ritual)
- Earth Tremor (Evocation) *†
- Entangle (Conjuration)
- Faerie Fire (Evocation)
- Feather Fall (Transmutation)
- Flowsight (Divination) ‡
- Fog Cloud (Conjuration)
- Goodberry (Transmutation)
- Ice Knife (Conjuration) *†
- Identify (Divination, ritual)
- Illusory Script (Illusion, ritual)
- Luck of the Sea (Transmutation, ritual) ‡
- Mage Armor (Abjuration)
- Protection from Evil and Good (Abjuration)
- Purify Food and Drink (Transmutation, ritual)
- Ray of Sickness (Necromancy)
- Sleep (Enchantment)
- Snare (Abjuration) †
- Speak with Animals (Divination, ritual)
- Unseen Servant (Conjuration, ritual)
- Witch Bolt (Evocation)

2ND LEVEL

- Alter Self (Transmutation)
- Animal Messenger (Enchantment, ritual)
- Augury (Divination, ritual)
- Barkskin (Transmutation)
- Beast Sense (Divination, ritual)
- Bigby's Blistering Barnacles (Conjuration) ‡
- Detect Thoughts (Divination)
- Dragon's Breath (Transmutation) †
- Dust Devil (Conjuration) *†
- Earthbind (Transmutation) *†
- Enhance Ability (Transmutation)
- Enlarge/Reduce (Transmutation)
- Enthrall (Enchantment)
- Gentle Repose (Necromancy, ritual)
- Gust of Wind (Evocation)
- Hold Person (Enchantment)
- Invisibility (Illusion)
- Knock (Transmutation)
- Locate Animals or Plants (Divination, ritual)
- Locate Object (Divination)
- Magic Mouth (Illusion, ritual)
- Melf's Acid Arrow (Evocation)
- Misty Step (Conjuration)
- Moonbeam (Evocation)
- Nystul's Magic Aura (Illusion)
- Protection from Poison (Abjuration)



Ray of Enfeeblement (Necromancy)
See Invisibility (Divination)
Silence (Illusion, ritual)
Sink (Transmutation) ☞
Skywrite (Transmutation, ritual) *†
Snilloc's Snowball Swarm (Evocation) *†
Spider Climb (Transmutation)
Spike Growth (Transmutation)
Suggestion (Enchantment)
Urchin's Spines (Transmutation) ☞
Warding Wind (Evocation) *†
Web (Conjuration)
Zone of Truth (Enchantment)

3RD LEVEL

Catnap (Enchantment) †
Clairvoyance (Divination)
Conjure Animals (Conjuration)
Counterspell (Abjuration)
Create Food and Water (Conjuration)
Dispel Magic (Abjuration)
Enemies Abound (Enchantment) †
Erupting Earth (Transmutation)
Fear (Illusion)
Feign Death (Necromancy, ritual)
Gaseous Form (Transmutation)
Glyph of Warding (Abjuration)
Leomund's Tiny Hut (Evocation, ritual)
Life Transference (Necromancy)
Magic Circle (Abjuration)
Meld into Stone (Evocation, ritual)
Nondetection (Abjuration)
Phantom Steed (Illusion, ritual)
Plant Growth (Transmutation)
Sending (Evocation)
Sleet Storm (Conjuration)
Slow (Transmutation)
Speak with Dead (Necromancy)
Speak with Plants (Transmutation)
Stinking Cloud (Conjuration)
Tidal Wave (Conjuration)
Tiny Servant (Transmutation) †
Tongues (Divination)
Vampiric Touch (Necromancy)
Water Breathing (Transmutation, ritual)
Water Walk (Transmutation, ritual)

4TH LEVEL

Arcane Eye (Divination)
Banishment (Abjuration)
Charm Monster (Enchantment) †
Compulsion (Enchantment)
Confusion (Enchantment)
Conjure Minor Elementals (Conjuration)
Conjure Woodland Beings (Conjuration)
Control Water (Transmutation)
Dominate Beast (Enchantment)
Fabricate (Transmutation)
Freedom of Movement (Abjuration)
Giant Insect (Transmutation)
Grasping Vine (Conjuration)
Guardian of Nature (Transmutation) †

Ice Storm (Evocation)
Locate Creature (Divination)
Polymorph (Transmutation)
Stone Shape (Transmutation)

5TH LEVEL

Animate Objects (Transmutation)
Awaken (Transmutation)
Commune with Nature (Divination, ritual)
Conjure Elemental (Conjuration)
Contact Other Plane (Divination, ritual)
Control Winds (Transmutation) *
Dominate Person (Enchantment)
Dream (Illusion)
Geas (Enchantment)
Hallow (Evocation)
Hold Monster (Enchantment)
Legend Lore (Divination)
Modify Memory (Enchantment)
Passwall (Transmutation)
Planar Binding (Abjuration)
Reincarnate (Transmutation)
Scrying (Divination)
Skill Empowerment (Transmutation) †
Telekinesis (Transmutation)
Teleportation Circle (Conjuration)
Transmute Rock (Transmutation)
Tree Stride (Conjuration)
Wall of Stone (Evocation)
Wrath of Nature (Evocation) †

6TH LEVEL

Bones of the Earth (Transmutation) *†
Circle of Death (Necromancy)
Conjure Fey (Conjuration)
Create Homunculus (Transmutation) †
Create Undead (Necromancy)
Eyebite (Necromancy)
Find the Path (Divination)
Flesh to Stone (Transmutation)
Guards and Wards (Abjuration)
Investiture of Flame (Transmutation) *†
Investiture of Ice (Transmutation) *†
Investiture of Stone (Transmutation) *†
Investiture of Wind (Transmutation) *†
Magic Jar (Necromancy)
Mass Suggestion (Enchantment)
Mental Prison (Illusion) †
Mordenkainen's Capable Caravel (Conjuration, ritual) ☞
Move Earth (Transmutation)
Otto's Irresistible Dance (Enchantment)
Planar Ally (Conjuration)
Soul Cage (Necromancy) †
Transport via Plants (Conjuration)
True Seeing (Divination)
Wall of Thorns (Conjuration)

7TH LEVEL

Etherealness (Transmutation)
Finger of Death (Necromancy)
Forcecage (Evocation)
Mirage Arcane (Illusion)

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Plane Shift (Conjuration)

Power Word Pain (Enchantment) †

Project Image (Illusion)

Sequester (Transmutation)

Simulacrum (Illusion)

Symbol (Abjuration)

Whirlwind (Evocation) *†

8TH LEVEL

Abi-Dalzim's Horrid Wilting (Necromancy) *†

Animal Shapes (Transmutation)

Antimagic Field (Abjuration)

Antipathy/Sympathy (Enchantment)

Control Weather (Transmutation)

Dominate Monster (Enchantment)

Earthquake (Evocation)

Feeblemind (Enchantment)

Illusory Dragon (Illusion) †

Maddening Darkness (Evocation) †

Mind Blank (Abjuration)

Power Word Stun (Enchantment)

9TH LEVEL

Astral Projection (Necromancy)

Foresight (Divination)

Gate (Conjuration)

Imprisonment (Abjuration)

Mass Polymorph (Transmutation) †

Power Word Kill (Enchantment)

Psychic Scream (Enchantment)

Shapechange (Transmutation)

Storm of Vengeance (Conjuration)

True Polymorph (Transmutation)

Weird (Illusion)