

COMPLETE WITCH



MAGE HAND PRESS

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CHAPTER 1: WITCH

Three old crones stoop over a boiling cauldron filled with all manner of bizarre filth, churning and bubbling with a noxious fume. In the smoke and vapor above the pot, the trio can make out shapes and figures of great import, and one even cackles loudly at what she sees.

A young girl sits underneath a tree, far from where the other children play. She glances about to make sure no one is watching, and snaps her fingers once to the empty air. After a moment of silence, a black cat appears around the tree's bend and locks eyes with the girl, staring with a strange intelligence for a long moment. She gestures at one of the playing children, a heavy-set boy with a permanently affixed scowl; the cat understands. It wanders close to the boy, stretches its claws, and gets very low, ready to pounce for the boy's eyes.

A young elf intently mutters something underneath his breath each time he exhales. Visible only to him, a string of the foulest magic winds out from him and seizes a charging orc, which drops to its knees in agony.

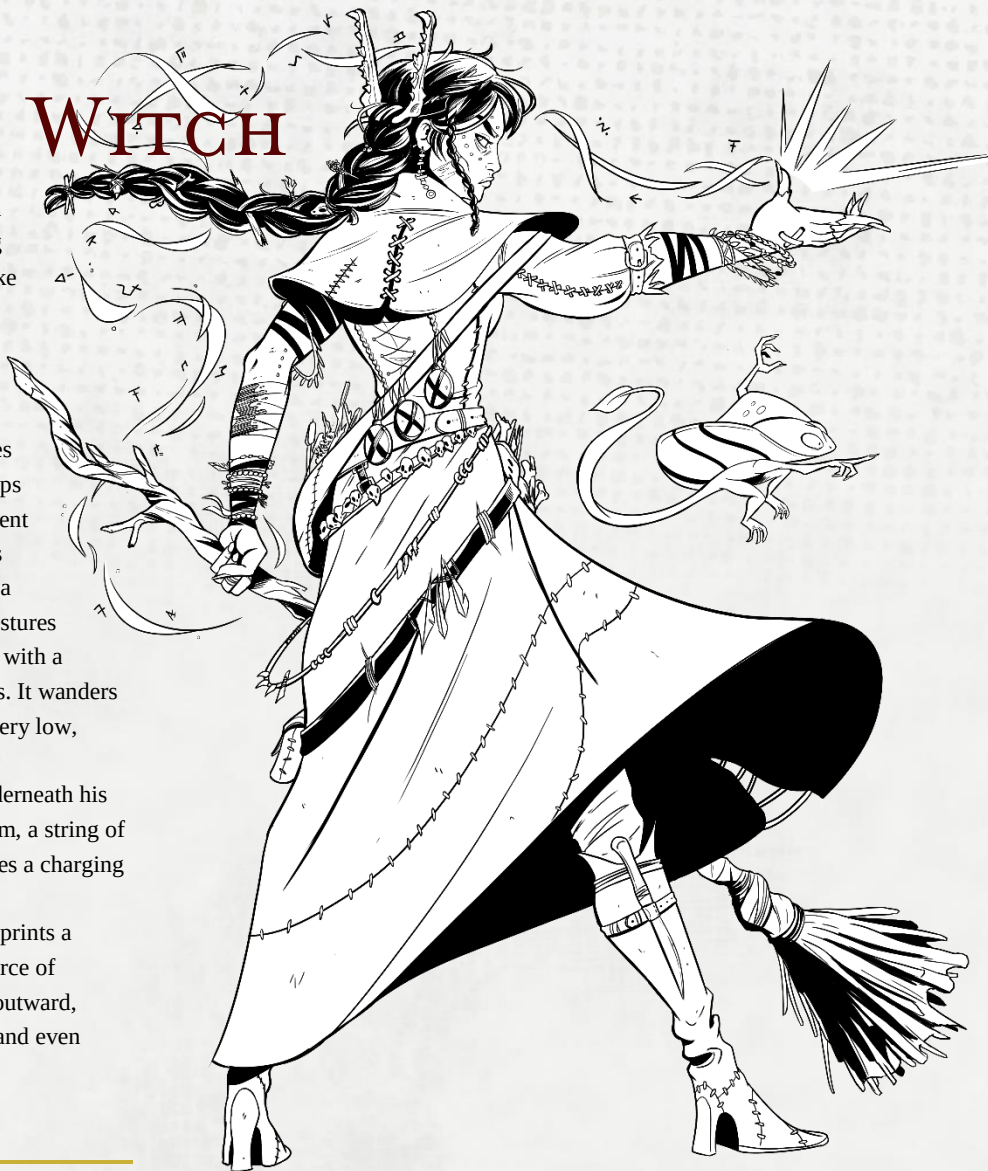
Witches are stricken by magic so dark it imprints a lasting shadow upon their essence. Through force of personality alone, they can spin this darkness outward, hexing creatures, casting manipulative spells, and even commanding a familiar with their thoughts.

CURSED

While others are blessed with magic, witches are cursed by it. Afflicted by some hateful arcana, whether accidentally or intentionally, witches are twisted inside and out by its daily tortures. With gruesome effort, they can warp this power into spells to wrack others with the same torture which plagues them.

PARIAHS AND OUTCASTS

Almost without exception, witches are feared and hated. They are victim to a number of misconceptions about them, usually relating them to hags and other evil creatures of the night which prey on innocent people. As a result, known witches are in great personal danger and can usually be found dwelling on the outskirts of civilization where townsfolk seldom tread. This does little to stop witch hunting and burnings, but provides some measure of safety from them.



In reality, very few choose to become witches, and many of them can hide adeptly in society, using their magic to fill a number of roles, from seer to healer to apothecary. Being accused as a witch carries grave consequences, no matter the validity of the claim, so wise witches move frequently, never residing in one place for too long.

FAMILIAR MASTERS

It is rare to find a witch without his or her constant companion, the familiar. Though familiars might be conjured by other spellcasters as well, a witch's familiar with good reason is ubiquitous to common folk. Witches command intuitive magic, and have a deep link to their familiars. As a result, they can conjure more exotic familiars, and command them more swiftly than other spellcasters.

THE WITCH														
Level	Proficiency Bonus	Features	Hexes Known	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Witch's Curse, Hexes	2	2	4	2	—	—	—	—	—	—	—	—
2nd	+2	Cackle, Familiar	3	2	5	3	—	—	—	—	—	—	—	—
3rd	+2	Witch's Craft	3	2	5	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	3	6	4	3	—	—	—	—	—	—	—
5th	+3	Insidious Spell	4	3	6	4	3	2	—	—	—	—	—	—
6th	+3	Craft feature	4	3	7	4	3	3	—	—	—	—	—	—
7th	+3	Improved Familiar	4	3	7	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	3	8	4	3	3	2	—	—	—	—	—
9th	+4	Cauldron	5	3	8	4	3	3	3	1	—	—	—	—
10th	+4	Craft feature	5	4	9	4	3	3	3	2	—	—	—	—
11th	+4	Grand Hex	5	4	10	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	4	10	4	3	3	3	2	1	—	—	—
13th	+5	Cauldron improvement	6	4	11	4	3	3	3	2	1	1	—	—
14th	+5	Craft feature	6	4	11	4	3	3	3	2	1	1	—	—
15th	+5	Grand Hex	6	4	12	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	6	4	12	4	3	3	3	2	1	1	1	—
17th	+6	—	7	4	13	4	3	3	3	2	1	1	1	1
18th	+6	Grand Hex	7	4	13	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	7	4	14	4	3	3	3	3	2	1	1	1
20th	+6	Hexmaster	7	4	14	4	3	3	3	3	2	2	1	1

CREATING A WITCH

Creating a witch necessarily involves a powerful, malicious curse in your backstory. Who cast it? Did you take a curse upon yourself for power? Was your entire lineage cursed generations ago, leading to a bloodline of witches? Or did another spellcaster use sinister, forbidden magic to curse you for life? Decide on the nature of your witch's curse and think about how you relate to it now. Do you feel like the curse was secretly a blessing, or does the desire for vengeance burn in your heart?

What negative effects does the curse leverage on your personality and mind? Are you haunted by spirits, or is your mind plagued by destructive thoughts? How do you feel manipulating the power of this curse outwards into hexes and spells?

Work with your GM to determine how witches are perceived in the world. Are they feared, burned, and persecuted? Are you an openly-known witch? Do the other characters in your party know of your witchhood? Some witches keep the source of their magic a secret, or claim to be wizards or sorcerers to conceal the true darkness of their magic.

QUICK BUILD

To build a witch quickly, make Charisma your highest ability score, followed by Constitution. Then, choose the *chill touch* and *minor illusion* cantrips, and the spells *bane*, *hellish rebuke*, *hideous laughter*, and *thunderwave*. Lastly, choose the Hideous Witch's Curse, and the hexes *Evil Eye* and *Misfortune*.

CLASS FEATURES

As a witch, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per witch level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per witch level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, blowguns, shortwords, and whips

Tools: Alchemist supplies, poisoner's kit

Saving Throws: Charisma, Wisdom

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, Nature, and Religion.

EQUIPMENT

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

- (a) a whip and blowgun, (b) a light crossbow and 20 bolts or, (c) any simple weapon
- (a) a component pouch or (b) a totem
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor, any simple weapon, and a dagger

SPELLCASTING

You have learned to mold and reshape the magic that curses you into spells.

CANTRIPS

You know two 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.

SPELL SLOTS

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.

For example, if you know the 1st-level spell *bane* and have a 1st-level and a 2nd-level spell slot available, you can cast *bane* using either slot.

Male and Female Witches

Witches are commonly considered to be only female, but in reality, male and female witches exist in equal number. This misconception is due to the fact that male witches are often called Hexers, or are incorrectly deemed Warlocks by common folk.

SPELLS KNOWN OF 1ST LEVEL OR HIGHER

You know four 1st-level spells of your choice from the witch spell list. The Spells Known column of the Witch table shows when you learn more witch spells of your choice.

Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the witch spells you know and replace it with another spell from the witch spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your witch spells. Your magic originates deep within yourself, where your insidious curse stirs restlessly. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma 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 Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

RITUAL CASTING

You can cast any witch spell you know as a ritual if that spell has the ritual tag.

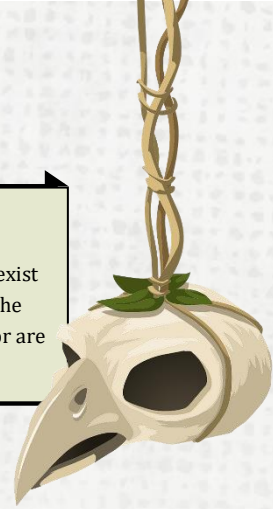
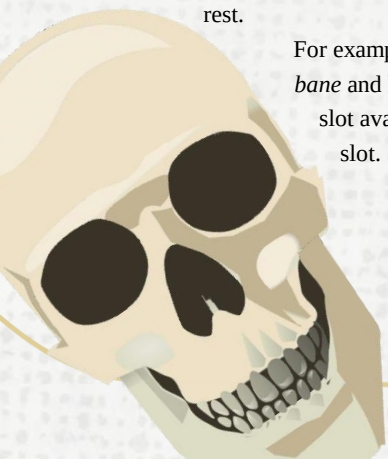
SPELLCASTING FOCUS

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

WITCH'S CURSE

You are wracked by a terrible curse which infects your body and soul. At 1st level, choose the form that this curse takes from the options below.

Burned. Almost all of your body has been scorched by arcane flames, leaving you with striking black scars and



embers of magic that burn under the skin. As a result, you have resistance to fire damage, and you know the cantrip *produce flame*, which does not count against your total number of cantrips known.

Feral. Through your curse, you have forgotten the manners and customs of civilized men and gone to live among beasts in the wild. Hunting and fighting daily, you have become savage. You have proficiency in the Nature skill. Also, whenever you take bludgeoning, piercing, or slashing damage from a nonmagical weapon, you can reduce the damage taken by 1. At 7th level, you can reduce this damage by 2, and at 15th level, you can reduce this damage by 3.

Hideous. Your appearance is ghastly to behold. You have proficiency with the Intimidation skill. When you roll initiative, you can choose one humanoid you can see to scare. That creature must make a Wisdom saving throw or be frightened until the end of your next turn.

Hollow. Your soul has been divorced from your body, trapping you in a limbo between life and death. When you or your familiar reduce a hostile creature to 0 hit points, you drain some of its life force, and gain temporary hit points equal to your witch level + Charisma modifier (minimum of 1).

Infested. You are constantly followed by vermin, like insects and rats, which crawl on your skin and swarm in your wake. As a result, you are immune to the biting or gnawing of tiny things; you take no damage from the bite attacks of tiny creatures or swarms of tiny creatures.

Additionally, you can command these pests as your own. Starting at 2nd level, once per day when you summon your familiar, you can choose a swarm of rats as its form. Starting at 5th level, you can choose a swarm of insects.

Loveless. You are cursed to never find true love. Jaded and disaffected, not even magic can turn your heart; as a result, you are immune to being charmed.

Possessed. Your soul is occupied by a foreign spirit that sometimes tries to wrest away your consciousness.

However, while you sleep, the spirit whispers magical secrets to you. You learn an additional witch spell at a level for which you have spell slots at 1st level, and again at 4th level, 8th level, and 12th level. These spells do not count against your total number of spells known.

Starving. No matter how much you eat, food turns to ash in your mouth. Your curse nourishes you, nonetheless, but only at the edge of starvation, and you are constantly wracked by pangs of hunger as a result. You don't need to eat or drink, and don't suffer levels of exhaustion from starvation or dehydration. Additionally, you are immune to being poisoned.

Visions. You are cursed to have terrible visions of the future, presaging the death of your friends, family, and yourself. However many of these visions are cruel deceptions, they are sometimes grimly accurate. You can add your Charisma modifier to your initiative rolls.

HEXES

You can learn a number of powerful incantations, known as Hexes, derived from the same insidious magic which cursed you.

At 1st level, you gain two hexes of your choice. Your hex options are detailed at the end of the class description. When you gain certain witch levels, you gain additional hexes of your choice, as shown in the Hexes Known column of the Witch table. Additionally, when you gain a level in this class, you can choose one of the hexes you know and replace it with another hex that you could learn at that level.

Unless otherwise noted, you can only have one hex active at a time and you concentrate on this hex like a spell. You can concentrate on a hex and a spell at the same time, and you make only one check to maintain your concentration on both.



CACKLE

At 2nd level, you can use your bonus action to cackle. The duration of all your hexes within 60 feet extends by 1 round.

Not all witches laugh maniacally when they cackle, but all cackles require a verbal component, as a spell. These range from mundane curses and insults, to the murmuring of dead languages and speaking backwards.

FAMILIAR

At 2nd level, you learn the *find familiar* spell and can cast it as a ritual without material components. The spell doesn't count against your number of spells known.

Additionally, once per turn as an action or a bonus action, you can allow your familiar to use its reaction to make one attack or cast a spell. When your familiar makes an attack, it uses your spell attack bonus instead of its own attack bonus on attack rolls, and deals damage equal to your proficiency bonus, if it would otherwise deal less. You also add twice your witch level to your familiar's maximum hit points.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the special forms found in Chapter 2.

WITCH'S CRAFT

Your knowledge of magic has culminated in learning a Craft, an innate variety of magic which exists apart from the schools of magic. When you reach 3rd level, choose one Witch's Craft. Your choice grants you features at 3rd level, and again at 6th, 10th, and 14th level.

CRAFT SPELLS

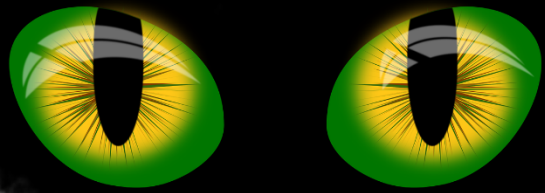
Each craft is associated with a branch of arcana, represented by a number of spells which you learn. The levels of these spells are noted in the craft description. These spells count as witch spells for you and don't count against your total number of spells known.

INSIDIOUS SPELL

Starting at 5th level, you can maximize the damage of a witch cantrip you cast that only damages a single creature that is sole target of your hex.

IMPROVED FAMILIAR

At 7th level, you can cast a spell with range Self on your familiar as if your familiar had cast the spell itself. Your familiar concentrates on this spell for its duration.



Additionally, you can choose the following forms for your familiar: brass dragon wyrmling (without breath weapons), grep, imp, quasit, or spook. The statistics for these creatures are in Chapter 2.

CAULDRON

At 9th level, you can brew potions in a bubbling cauldron using raw components scavenged from nature. Once per day during a short rest, you can expend a number of spell slots to brew up to 3 potions. These potions must have a total cost no greater than the total number of spell slot levels expended.

You can brew *potions of animal friendship*, *healing*, and *poison* for 1 spell slot level each. At 13th level, you can brew *potions of heroism* and *mind reading*, and *philters of love* for 2 spell slot levels each. The potions retain potency 24 hours, after which they become inert.

GRAND HEX

By 11th level, you have perfected deeply malevolent forms of magic. You learn one Grand Hex, and you learn another at 15th and 18th level. Grand hexes are detailed at the end of the class description.

HEXMASTER

By 20th level, you have mastered your foul magic. Humanoid creatures have disadvantage on saving throws against your hexes.

HEXES

The Hexes below are presented in alphabetical order. Unless otherwise stated, if a hex calls for an attack roll or saving throw, it uses your spell attack bonus or spell save DC. All hexes require verbal or somatic components (caster's choice at the time of casting.)

ABATE

You can use your action to temper those around you. Creatures you choose within 30 feet cannot take reactions. This effect lasts until the end of your next turn.

APATHY

As an action, choose one creature you can see within 60 feet to make a Wisdom saving throw. On a failed save, until the end of your next turn, the creature becomes indifferent toward one creature of your choice that it is hostile towards. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the hex ends, the creature becomes hostile again, unless the GM rules otherwise.

BECKON FAMILIAR

You can cast the *find familiar* spell as an action without expending a spell slot or spell components.

You must have the Familiar feature to choose this hex.

BLEEDING

As an action, choose one creature you can see within 60 feet to make a Constitution saving throw. On a failed save, each time this creature takes damage, it takes an additional 1d4 damage. This effect lasts until the end of your next turn.

CHARM

As an action, choose one creature you can see within 60 feet to make a Wisdom saving throw. On a failed save, the creature is charmed by you until the end of your next turn. When the hex ends, the creature knows it was charmed.

CRIPPLE

As an action, choose one creature you can see within 60 feet to make a Constitution saving throw. On a failed save, the creature can move a maximum of 10 feet or half its movement speed on its turn, whichever is lower, until the end of your next turn.

DIRE FAMILIAR

As an action, you can bolster your summoned familiar. For 1 minute, your familiar's current and maximum hit points is increased by your witch level and it gains a bonus to its damage rolls equal to your Charisma modifier.

You can cast other hexes while this hex is in effect. Once you cast this hex, you can't cast it again until your familiar is dismissed, or until its duration expires.

You must have the Familiar feature to choose this hex.

DISCORD

As an action, choose one creature you can see within 60 feet to make a Wisdom saving throw. On a failed save, the creature must use its action before moving to make a melee weapon attack a creature that you choose. If no creatures are within its reach, the creature acts normally. This effect lasts until the end of your next turn.

DISORIENT

As an action, choose one creature that you can see within 60 feet to make a Constitution saving throw. On a failed save, whenever this target makes an attack roll before the end of your next turn, it must roll a d6 and subtract the number rolled from the attack roll.

DOOMWARD

As an action, choose one friendly creature other than yourself you can see within 60 feet. If this creature drops to 0 hit points before the end of your next turn and doesn't die outright, it drops to 1 hit point instead. This hex then ends and can't be used to target the same creature until you finish a short or long rest.



DUPPLICITY

As an action, you can create a duplicate self, composed of shadowstuff, to confuse your enemies. When a creature attacks you, roll any die. On an odd number, the attack roll misses. This effect lasts until the end of your next turn or until you attack or cast a spell.

EVIL EYE

As an action, choose one creature you can see that can see you within 60 feet to make a Wisdom saving throw. On a failed save, the creature is frightened of you until the end of your next turn.

FACE SWAP

As a bonus action, you can mark a Large or smaller beast or a willing humanoid you can see within 60 feet with a special sigil. This sigil lasts for 1 hour, or until you mark another creature.

You can then use your action to trade faces with your familiar or the marked creature, gaining a limited amount of control over it. For the next minute, or until the target dies or you choose to end this hex on your turn (no action required), you are deaf and blind with regard to your own senses, and you cannot move, as your own body has a foreign face. During that time, your face replaces that of the target, and you can see through the target's eyes, hear what it hears, and speak to those nearby. You gain none of the target's special senses. You can also control where the target moves.

FINAGLE

As an action, you can invisibly manipulate objects within 60 feet of you, causing one of the following effects:

- Push each object within 5 feet of you weighing less than 100 pounds up to 10 feet away from you.
- Instantaneously cause an unlocked door or window to fly open or slam shut.
- Break one small nonmagical object with fewer than 10 hit points that can fit within a 1-foot cube.
- Lift and throw an object weighing less than 100 pounds that isn't being worn or carried up to 60 feet in a straight line. Whenever you do so, you can make a spell attack roll against one creature you can see within range. The object and the target both take 1d10 + your Charisma modifier bludgeoning damage.

FORTUNE

As an action, choose one friendly creature other than yourself you can see within 60 feet. The creature has advantage on saving throws until the end of your next turn.

GO UNSEEN

As an action, you and your familiar become invisible. The effect ends at the end of your next turn, or if you or your familiar attack or cast a spell.

Once you cast this hex, you can't cast it again for 1 minute.

HESITATE

As an action, choose one creature you can see that can see you within 60 feet to make a Wisdom saving throw. On its turn, the target can move or use an action to make an attack, but not both. This effect lasts until the end of your next turn.

KNOWING

As an action, you open your third eye and become intuitively aware of your surroundings. You have advantage on Wisdom (Insight) rolls until the beginning of your next turn. Additionally, choose of the following pieces of information:

- If a creature can speak a language
- If a creature is at or below half its maximum hit points
- What a creature's highest ability score is

You learn that piece of information for each creature within 30 feet. You can only learn one of these things about a creature, even if you cast this hex more than once.

MIND'S EYE

Your spiritual third eye heightens your vision to greater dimension. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. You can also see through fog, mists, and similar obscurments without penalty. If you already have darkvision, its range increases by 60 feet.

Additionally, you have a +2 bonus to your passive Wisdom (Perception) score.

This hex is always active and you can cast other hexes while it is in effect.

MIRE

As an action, you can transform the ground within 30 feet of where you cast this hex into murky swamp, which is difficult terrain. You can move without penalty in this area. This effect lasts until the end of your next turn.

MISFORTUNE

As an action, choose one creature you can see within 60 feet to make a Wisdom saving throw. On a failed save, whenever this target makes an ability check or a saving

throw before the end of your next turn, it must roll a d6 and subtract the number rolled from the ability check or saving throw.

NAILS

You grow unnaturally long and sharp fingernails. Your unarmed strikes deal 1d6 slashing damage and count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.

Starting at 5th level, once per turn when you hit a target with an unarmed strike, you can deal an additional 1d6 necrotic damage to that target. At 11th level, this bonus damage improves to 2d6 and at 17th level, this damage increases to 3d6.

This hex is always active and you can cast other hexes while it is in effect.

OBFUSCATE

As an action, you create a 20-foot-radius sphere of fog centered on yourself. The sphere spreads around corners, and its area is heavily obscured. This effect lasts until the end of your next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

PEACEBOND

As an action, you can lock weapons to their owners. The weapons and ammunition of each creature within 30 feet become locked in their sheaths, quivers, or holsters until the end of your next turn. During this time, a creature can use its action to free its weapon with a Strength check, opposed by your Spell save DC.

PESTILENCE

As an action, you create a 5-foot radius cloud of toxic gas around you. Each creature other than you and your familiar that enters this area or begins its turn there must make a Constitution saving throw or be poisoned until the end of your next turn. This cloud follows you as you move, and disperses at the end of your next turn.

PREHENSILE HAIR

You grow unduly long and tough hair (even from your eyebrows) which you can manipulate at will. You can use your hair to perform simple tasks within 10 feet of you, such as manipulating an object, opening an unlocked door or container, stowing or retrieving an item from an open container, or pouring the contents out of a vial. You can cast spells with a range of Touch using your hair, out to a range of 10 feet.

This hex is always active and you can cast other hexes while it is in effect

RUIN

As an action, choose one creature you can see within 60 feet to make a Constitution saving throw. On a failed save, the creature's AC decreases by 4, to a minimum of 10, until the end of your next turn.

SCURRY

As an action, a nonmagical object you choose within 30 feet sprouts legs and runs away. You can't target an object that weighs more than 10 pounds, nor can you target one that is being worn as clothing or armor; however, you can target certain objects that are being carried, as long as they are not affixed entirely around a creature's body and are not being held in a hand. For example, you can't target a creature's helmet or a sword it is wielding, but you can target a drawstring pouch it is wearing or a dagger that is sheathed at its side.

The object animates, wriggles free of its owner, if it has one, sprouts two legs, and moves 20 feet in a direction you choose. At the beginning of your turn, you can choose which direction the object moves. The object has an AC of 10, if its AC was not already higher, and remains animated until the end of your next turn, or until it is picked up.

SHRIEK

As an action, you release an ear-piercing wail. Each creature within 15 feet of you must make a Charisma saving throw or be deafened until the end of your next turn. Creatures that can't hear you are immune to this effect.

SLUMBER

As an action, choose one creature you can see within 80 feet to make a Wisdom saving throw. On a failed save, the target falls unconscious until it takes damage, or until the end of your next turn. Undead, creatures which are immune to being charmed, and creatures whose current hit points are greater than five times your witch level are immune to this effect.

TELEPATHY

You can communicate telepathically with any creature you can see within 60 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

This hex is always active and you can cast other hexes while it is in effect.

TREMORS

As an action, you can create a small quake. Each creature on the ground within 10 feet of you must make a Dexterity saving throw or be knocked prone.

WARD

As an action, choose 1 creature you can see other than yourself within 60 feet. This creature has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons until the end of your next turn.

GRAND HEXES

The Grand Hexes below are presented in alphabetical order. Unless otherwise stated, if a grand hex calls for an attack roll or saving throw, it uses your spell attack bonus or spell save DC.

BLACK FINGER

When a single creature is the target of one of your hexes, one of its fingers turns black, and its fate is corrupted. Whenever this creature rolls a 20 on a d20 roll, the roll instead becomes a 1.

BLOOD CAULDRON

You can brew potions immediately following a long rest and whenever you take a short rest. When you do so, you can brew up to 5 potions.

In addition to your potion options, you can brew *potions of climbing* and *growth* and vials of basic poison for 1 spell slot level each, *potions of clairvoyance*, *greater healing*, and *resistance* for 2 spell slot levels each, and *potions of gaseous form*, *invisibility*, and *speed* for 3 spell slot levels each. The potions retain potency 24 hours, after which they become inert.

COVEN

Through a dark bargain, you have become a member of a hag's coven. You can enlist the help of one of your foul sisters, a green hag, by summoning her in a 1-minute long ritual. Doing so dismisses your familiar, and you cannot summon your familiar while your hag ally is summoned.

In combat, the hag rolls its own initiative and acts on its own turn. On each of your turns, you can use a bonus action to mentally command the hag. You decide what action the hag will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. The hag can choose to ignore this action if she sees fit. If you issue no commands, the hag acts and moves as she chooses. The hag is friendly to you and your allies.

At the end of one hour, or when the hag is reduced to zero hit points, it flees, instantly teleporting away.

After performing the ritual to summon your hag ally, you must finish a long rest before you can do it again.

DARK HEX

Choose one hex you know. Creatures have disadvantage on saving throws made to resist this hex's effects.

DUAL HEX

When you cast a hex which targets one creature, you can target two creatures instead.

FORCEFUL PERSONALITY

Your Charisma score increases by 3, to a maximum of 23. You gain proficiency in Intimidation and Persuasion, if you did not have it before. When you make a Charisma (Intimidation) or a Charisma (Persuasion) check, you can add twice your proficiency bonus to the roll.

HYBRID

As a bonus action, if your familiar is within 5 feet of you, you can meld with it, transforming into a magical hybrid and wearing your familiar as armor. For the next minute, you have temporary hit points equal to your familiar's hit points and your AC equals 10 + your Dexterity modifier + your Charisma modifier. While transformed, you can use any actions your familiar possesses, you can add your Charisma modifier to damage rolls you make with melee weapons, and you can attack twice, instead of once, when you take the Attack action on your turn. However, you can't cast hexes or spells of 1st level or higher, though you can concentrate on spells and hexes that you have already cast.

This transformation lasts one minute, until you lose all your temporary hit points, or until you dismiss it as an action. When it ends, your familiar is dismissed, and you can't summon it again until you finish a short or long rest.

INTO A TOAD

You learn the spells *animate objects*, *flesh to stone*, *polymorph*, and two other 5th level or lower transmutation spells of your choice. These spells don't count against your total number of spells known. You can cast one of them without expending a spell slot. After doing so, you must complete a long rest before doing so again.

POSSESSION

As an action, your body becomes immaterial, and your spirit dives into a Large or smaller creature you can see within 10 feet of you in an attempt to possess it. This target must make a Charisma saving throw. On a failed save, you disappear and the target becomes incapacitated and

possessed; you gain control of its body but don't deprive the target of its awareness. While possessing the creature, you can't be targeted by any attack, spell, or other effect. You maintain your Intelligence, Wisdom, and Charisma ability scores, and your alignment, but otherwise use the creature's statistics. You don't gain access to the target's knowledge, class features, or proficiencies.

For the purposes of spells and effects which can end possession, such as the spell *dispel evil and good*, you are treated as an undead spirit and can be banished from the target, returning to your own body, which rematerializes within 5 feet of the body.

This possession lasts for 1 hour, or until the body drops to 0 hit points or you are forced out by a spell or other magical effect that ends possession.

Once you use this hex, you can't do so again until you finish a long rest.

REMOTE HEX

The range of your hexes double and you can target creatures within range of your hexes even if you cannot see the target, provided you have seen the target in the last minute and know that the target is within range.

SLOW DEATH

As an action, choose 1 creature within your reach to make a Constitution saving throw. On a failed save, the creature takes 1 necrotic damage each hour for the next 100 days. The damage can only be healed by magical means. A remove curse spell ends this effect. You can cast other hexes while this hex is active, but casting this hex again ends its effect on its first target.

WEAVE OF FATE

When you take a long rest, you can peer into the threads of fate and foresee paths the future might take. Roll 2d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

WITCH'S BROOM

While wearing no armor and carrying no shield, you can enchant a mundane object – like a broom, cauldron, or rug – to fly for you. You gain a flight speed equal to your base movement speed while holding this item.

WITCH'S HUT

When you begin a long rest, you can summon a magical domicile for the night. This domicile is an enchanted hut with the properties of the *tiny hut* spell, but it also physically resembles a witch's abode. While you are inside, only creatures you choose can approach the hut. If a creature you did not designate comes within 10 feet of the hut, it rises up on a pair of magical legs, becoming a huge animated object, as per the spell *animate objects*, and defends itself. The hut's occupants are physically safe and undisturbed within. When your long rest is finished, or when the hut is reduced to 0 hit points, it vanishes, and all its occupants are deposited in its space.

WITCH'S CRAFTS

A witch's craft is distinct from a school of magic. Whereas magical schools seek to categorize spells, crafts are defined by the use of magic, and seek to capture the essence of spells. There are dozens of varieties, from those practiced by covens in secret, to those plied in marketplace potion shops.

BLACK MAGIC

Black magic is associated with hexes that cause pain and suffering, and spells which give rise to undeath. Harnessing such a craft can lend you great power, but inevitably carries a cost. Darkness cannot be contained, after all; it merely seeps forth from wherever it is kept.

BLACK MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>false life, inflict wounds</i>
2nd	<i>gentle repose, magic weapon</i>
3rd	<i>animate dead, vampiric touch</i>
4th	<i>blight, death ward</i>
5th	<i>cloudkill, contagion</i>

HEX: AGONY

Starting at 3rd level, you have mastered a hex that wracks a creature with waves of pain. As an action, choose one creature you can see within 60 feet to make a Constitution saving throw. On a failed save, the creature is in agony. The creature has disadvantage on concentration checks. At the beginning of its turn, roll any die. On an odd roll, the creature has disadvantage on attack rolls until the end of its turn. This effect lasts until the beginning of your next turn.

VOODOO DOLL

By 6th level, you have fashioned a voodoo doll to enhance your black magic. As an action, you can modify this

voodoo doll to resemble a humanoid creature you can see within 60 feet. For 1 minute, while the doll resembles this creature, you can target the creature with spells, melee weapon attacks, and hexes by targeting the doll instead. The creature takes half damage from effects targeting it in this way.

If you modify your doll with a possession of the target, such as fabric from its garment or a lock of its hair, the creature has disadvantage on saving throws against the next hex or spell you target it with.

SHARE PAIN

At 10th level, as a reaction when you take damage, you can transfer some of that damage to another target. Choose a creature you can see within 30 feet to make a Charisma saving throw. On a failed save, the creature takes the damage that would have been dealt to you, and you take no damage. After using this ability, you must take a short or long rest before you can use it again.

DISRUPT LIFE

At 14th level, you can wither away living things with a wave of necrotic energy. As an action, you can expend 1 spell slot. Each living creature you choose within 20 feet of you must make a Constitution saving throw. On a failed save a creature takes 1d10 necrotic damage for each level of the spell slot expended + your Charisma modifier, or half as much on a successful save.

BLOOD MAGIC

Forbidden by most witch covens, blood magic centers on the use of dark spells and mortal hexes that draw from the spellcaster's very essence. It is fundamentally more perilous than other witch crafts, but its many risks come with copious rewards.

BLOOD MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>false life, hollowing curse</i>
2nd	<i>hold person, ray of enfeeblement</i>
3rd	<i>ruby-eye curse, vampiric touch</i>
4th	<i>blight, death ward</i>
5th	<i>curse weapon, hold monster</i>

HEX: VENGEANCE

Starting when you choose this craft at 3rd level, as an

action, you invite dark forces into your blood, warding you from peril. Until the end of your next turn, whenever you take damage from a creature you can see, that creature takes 1d8 necrotic damage.

DEATHSEEKER

At 6th level, you can see those near death shrouded in a crimson aura. Even in heavily obscured conditions, you can detect the location of injured creatures within 60 feet that have 10 or fewer hit points. This sense can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

LIFE TETHER

By 10th level, you've learned how to drain the life from others. You can cast the spell *hollowing curse* once without using a spell slot. When you do, you gain temporary hit points equal to half the necrotic damage dealt. Temporary hit points you gain from necrotic damage dealt on subsequent turns add to temporary hit points you already have.

Once you use this ability, you can't use it again until you finish a short or long rest.

SANGUINE

Starting at 14th level, you can draw magic from your own blood. As an action, you can choose to lose a number of hit points to regain an expended spell slot. You lose 10 hit points per slot level, up to a maximum of 50 hit points for a 5th level spell slot. Once you use this ability, you can't regain hit points for 1 minute.

BLUE MAGIC

Compared to all other crafts of magic, blue magic is unique, in that it reflects the essence of magic itself. Witches that specialize in blue magic forgo the ability to learn magic normally, instead adopting magic only by absorbing the energy of spells that affect them and letting the arcana imprint upon their souls.

BLUE MAGIC SPELLS

Beginning at 3rd level, the only way you can learn new spells is to experience them. Unlike other witches, you no longer learn new spells as you grow in level (though you retain the spells you have already learned.) When a spell is cast on you, you are in the area of a spell's effect, or you are targeted by the effect of a spell, and you experience any effect of the spell, you can use your reaction to learn that spell. You do not learn a spell if you are required to make a

saving throw, you succeed, and the spell has no effect on you.

The Cantrips Known and the Spells Known columns of the Witch table shows how the maximum number of cantrips and spells of 1st level or higher you can learn through Blue Magic. The number of spells of 1st level or higher that you can learn increases by an additional 4 at 3rd level (4 spells), and an additional 2 at 5th level (6 spells), 7th (8 spells), and 9th level (10 spells).

The spells learned need not be from the Witch spell list. You can use your action to forget a spell you know.

HEX: ARCANES AWARENESS

At 3rd level, you have a second-sense for ambient magical energy. You can use your action to cast the spell *detect magic* without using a spell slot. The effects of this spell last until the end of your next turn. In addition, while this spell is active, you can use an action or bonus action to detect if a creature you can see within 60 feet has the Spellcasting feature, Innate Spellcasting trait, or any other ability that allows the creature to cast a spell.

TURQUOISE EFFICIENCY

By 6th level, you have learned to be frugal with the magical energy you absorb from spells. You have advantage on saving throws against spells that you know.

In addition, if you make a successful save against a spell that you know, you can regain an expended spell slot of the same level. Once you regain a spell slot in this manner, you can't do so again until you finish a long rest.

COPYCAT

At 10th level, you can copy a creature's skills, in addition to their magic. When you see another creature make an ability check using a skill in which it is proficient, you can gain proficiency with that skill, if you are not already proficient, until you take a long rest. Once you use this ability, you must finish a long rest before using it again.

CERULEAN REFLECTION

Beginning at 14th level, you can use your body as a conduit to transmit magic back at other casters. When you are subjected to a spell that allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail. If you succeed the saving throw by 10 or more, you can use your reaction to cast the spell back at the caster, as though it originated from you, turning the caster into the target. Once you reflect a spell in this way, you can't do so again until you finish a long rest.

CLOUD MAGIC

Although all witches appreciate the value of a good Broom of Flying, the Cloud Magic craft takes things to another level. Known colloquially as 'sky witches', they spend as much time aloft as they do on the ground, claiming that the thrill of flight is the only thing that helps them forget the pain and loneliness that comes with a witch's curse.

CLOUD MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>feather fall, fog cloud</i>
2nd	<i>gust of wind, misty step</i>
3rd	<i>call lightning, fly</i>
4th	<i>hallucinatory terrain, ice storm</i>
5th	<i>cloudkill, commune with nature</i>

HEX: LIGHT HEELS

When you adopt this craft at 3rd level, you can twist a hex to hold you aloft. As an action, you can gain a flight speed equal to your base movement speed. However, you must end your movement on solid ground, otherwise you fall. This effect lasts until the end of your next turn.

CORVID FAMILIAR

At 6th level, your witch's familiar becomes a monstrous hybrid, with black feathers and beady eyes. It gains a flying speed of 50 feet (unless it already has a faster flying speed), the ability to speak Common and the following trait:

Keen Sight. The familiar has advantage on Wisdom (Perception) checks that rely on sight.

HEX: VORTEX

At 10th level, you can tangle the winds into howling vortices. As an action, choose three 5-foot cubes that you can see, which are each filled with a twisting vortex of wind until the end of your next turn. The vortices are difficult terrain and push fog, smoke, and other gases out of their area. Small or smaller flying creatures or objects can't pass through the vortices, and loose, lightweight materials brought into them fly upward. Arrows, bolts, and other projectiles launched at targets behind a vortex are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through them.

CLOUD DANCER

When you reach 14th level, your affinity for the skies grants you a supernatural grace while airborne. Whenever you are flying, falling, or levitating, you add your Charisma modifier to your armor class.

FRAGRANT MAGIC

In the time before time, ancient wood elves practiced a primitive form of herbalism based on the aromas of strong-smelling plants, which were believed to cleanse and purify the spirit. More recently the role of healer has been taken up by druidic and clerical magic, causing aromatherapy to fall out of use in mainstream society. The tradition has been kept alive through the efforts of small covens of travelling witches, who blend it with old fortune-telling rituals and their own strange magic.

Aromatherapists use their time-honored skills to empower and fortify their allies, making them valued companions for adventurers of all kinds.

FRAGRANT MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>color spray, fog cloud</i>
2nd	<i>calm emotions, enhance ability</i>
3rd	<i>gaseous form, stinking cloud</i>
4th	<i>aura of life, hallucinatory terrain</i>
5th	<i>cloudkill, hallow</i>

HEX: BEFUDDLE

When you learn this craft at 3rd level, you learn a hex that lets you generate distracting scents in the air around your foes, making it difficult for them to cast spells. As an action, choose one creature you can see within 60 feet to make a Constitution saving throw. On a failed save, the creature has disadvantage on spell attack rolls and Wisdom checks until the beginning of your next turn.

POTPOURRI

At 6th level, your eclectic experiences and holistic approach to life have given you unique insights into a wide range of topics. You gain proficiency with one skill of your choice, and you can learn one cantrip of your choice from the bard class. The chosen cantrip counts as a witch spell to you and does not count against the total number of cantrips you can learn.

AROMATHERAPY

Also at 6th level, you can replace any verbal, somatic, and material components for your witch spells by burning incense. When you do so, the incense is always consumed by the spell, and if the spell would normally require material components with a gp value, you must use an equal value of incense.

ADVENTURING GEAR

Essential Oil (Vial). 25 gp. Essential oil can be used to produce a fragrance like incense (see below) by evaporating the contents of the vial using a special burner. When you do so, creatures within 60 feet of the burner have advantage on saving throws against being frightened.

Incense (Block). 10 gp. When an incense block is set alight, it burns for 1 hour, producing a fragrant smoke. The scent of the incense is obvious to humanoids within 60 feet and detectable (with a DC 15 Wisdom (Perception) check) within 120 feet; creatures with the Keen Smell trait double these distances.

Smelling Salts (Vial). 50 gp. When this vial is crushed as an action, it produces vapors which arouse consciousness. A creature that inhales the vapors gains advantage on saving throws against being stunned for 1 hour. It confers no benefit to undead, constructs, or creatures that don't breathe.

FRAGRANT DISTILLATION

By 10th level, you have learned to make your own aromatherapy materials. When you use your Cauldron ability during a long rest, you can also produce one vial of perfume, smelling salts or essential oil, one scented candle, or two blocks of incense (see above).

OLFACTORY AURORA

When you reach 14th level, you are constantly surrounded by a flowery fog that puts your allies into a positive state of mind. Whenever a friendly creature within 30 feet of you makes an attack roll, ability check or saving throw, they can add a d4 to the roll.

GREEN MAGIC

Plants, nature, and things that grow are the domain of green magic. Normally a type of arcana championed by druids, some witches have a close tie to the powers of green magic, and can coax plants and animals into their bidding.

GREEN MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>entangle, speak with animals</i>
2nd	<i>barkskin, beast sense</i>
3rd	<i>conjure animals, plant growth</i>
4th	<i>conjure woodland beings, stoneskin</i>
5th	<i>awaken, tree stride</i>

HEX: TWIN FAMILIAR

Starting at 3rd level, you can use your action to cause your familiar to split into a pair of identical creatures for 1 minute. Both familiar twins have half the hit points and maximum hit points of the original, rounded up. All spells and hexes affecting your familiar affect both twins. The twins move independently, and can each make an attack when you command them to as a bonus action. When one twin dies, the remaining familiar's hit point maximum returns to normal.

You can cast other hexes while this hex is in effect.

FRIEND OF THE FOREST

By 6th level, you can find allies anywhere in nature. Once per day, you can perform a 10-minute long ritual to call a beast of challenge 1 or lower from the environment. This beast is friendly to you and your companions and follows your commands. After 1 hour passes, or if you or one of your companions harms the target, the effect ends and the beast returns to the wild.

SACRIFICE FAMILIAR

At 10th level, you can drain your familiar's vitality as a bonus action. You regain hit points equal to half your familiar's hit points (rounded down) and your familiar dies. You can't summon your familiar again until you finish a short or long rest.

ANCIENT AURA

Starting at 14th level, you have advantage on saving throws from spells.

HEART MAGIC

Witches practice the Heart craft because they want to change the world. Some might want to make it a better place or bring joy to the masses, but others seek to reshape it in their own, more sinister, image. Generally, they are following a dream they have had since childhood and, whatever goal they are striving for, you can count on a heart-witch to put their whole self into it.

HEART MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>shield, silent image</i>
2nd	<i>animal messenger, lesser restoration</i>
3rd	<i>animate dead, hypnotic pattern</i>
4th	<i>conjure woodland beings, polymorph</i>
5th	<i>animate objects, teleportation circle</i>

HEX: SHINE

At 3rd level, you learn a hex for inspiring your allies. As an action, you can perform a thrilling and exciting display to kindle the inner fire of a friendly creature that can see you within 60 feet. Until the end of your next turn, that creature adds 1d4 to the first attack roll that it makes on its next turn.

BELIEVING HEART

At 6th level, your confidence is so strong that it has a tangible effect on the world, making it easier for you to perform mundane tasks. You can add a +1 bonus to all ability checks you make.

TRANSFORMATIVE ALCHEMY

Starting at 10th level, you can use the potions you brew with your Cauldron feature to perform unique alchemical reactions. As an action, you can spend one of your potions to produce the following effects. These effects are not magical in nature and cannot be dispelled.

Fertilize. You pour out your potion onto the ground and whisper an incantation. This has the same effect as casting a *plant growth* spell on that spot, except that the radius is 30 feet and the effects are reversed after 10 minutes.

Puppet. You pour your potion onto a tiny nonmagical object. It comes to life as per the *animate objects* spell.

Transmute. You speak a magic word and transform your potion into a flask containing one of the following: acid, alchemist's fire, holy water, or lamp oil. The flask disintegrates after 24 hours.



SEVEN MAGIC WORDS

By 14th level, you have discovered the words that unlock the seals on an ancient power. As an action, you can chant the words and unleash the power. All creatures of your choice within 60 feet of you are no longer blinded, charmed, deafened, diseased, frightened, invisible, paralyzed, or poisoned and lose one level of exhaustion, if they have any. If they are suffering from an effect that reduces their maximum hit points, the effect ends and their hit point maximum is restored.

Once you have used this ability, you must complete a long rest before you can use it again.

LUNAR MAGIC

The moon is a potent symbol for many witches – especially those who are forced to practice their art incognito. To them it represents a guiding light in the darkness, a confidant or keeper of secrets, and a link to the powerful natural forces that govern time and tide. Lunar witches are the masters of the night: shadowy, quiet, and exceptionally difficult to pin down.

LUNAR MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>faerie fire, sleep</i>
2nd	<i>darkvision, moonbeam</i>
3rd	<i>hypnotic pattern, nondetection</i>
4th	<i>confusion, private sanctum</i>
5th	<i>dream, seeming</i>

HEX: LUNACY

When you join this craft at 3rd level, you gain the ability to drive people mad. As an action, choose one creature you can see within 60 feet to make a Charisma saving throw. On a failed save, the creature suffers from one long-term madness effect, selected at random, until the end of your next turn.

UNDER COVER OF DARKNESS

By 6th level, you have developed a supernatural affinity for shadows. When you are in an area of dim light or darkness, you can use your bonus action to take the Hide action.

EVERLASTING NIGHT

At 10th level, you can use your accursed powers to suppress light around you. As an action, you can cause all areas of direct sunlight within 300 feet of yourself to become bright light, bright light to become dim and dim light to become total darkness for ten minutes. Sources of

light are still visible; only the illumination they provide is reduced.

After using this ability, you must take a short or long rest before using it again.

MOONSIGHT

At 14th level, you can see through illusions with ease. You have truesight out to a range of 60 feet and you perceive a shimmering halo of moonlight around any creature you can see that has the shapechanger subtype.

PURPLE MAGIC

Purple magic holds sway over the domains of illusions and enchantments that take hold over people's minds, and anything that is not quite as it seems. Practitioners of this form of magic are puppet masters, shaping the apparent reality of those around them to their advantage.

PURPLE MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>charm person, silent image</i>
2nd	<i>enthrall, invisibility</i>
3rd	<i>hypnotic pattern, major image</i>
4th	<i>confusion, private sanctum</i>
5th	<i>modify memory, seeming</i>

HEX: DELUSION

Starting at 3rd level, you can infect the minds of other creatures. As an action, choose one creature you can see within 60 feet to make a Wisdom saving throw. On a failed save, the target creature experiences one of the following illusions of your choice until the end of your next turn:

- You and one other creature of your choice exchange places. Sounds appear to originate from the illusory source, and the subjects of the illusion are rotated to face the appropriate direction.
- An imposing physical obstacle, such as a boulder or a tree, exists in a place that you choose. This obstacle must fit inside a 20-foot cube.
- A creature you choose is twice as large or twice as small.

While this hex is active, the target creature does not recognize the sudden appearance of an illusion – to the creature, the illusion has always been there.

Physical interaction with an illusion immediately ends this hex, and the target creature instantly recognizes that it has been the subject of a hex. A creature that uses its action to examine an illusion can determine that it is an illusion with a successful Intelligence (Investigation) check against your Spell save DC, ending the hex on successful save. If

another creature notices that the target creature is under the effect of this hex, it can use its action to make the creature aware of the illusion, ending this hex.

HEX: IGNORE

Starting at 6th level, you can erase yourself from others' minds. As an action, choose one creature you can see within 60 feet to make a Wisdom saving throw. On a failed save, the target creature can neither see nor hear you until the end of your next turn. This hex ends immediately if you or your familiar deals damage to the creature.

COMPEL

At 10th level, you can use your action to violently seize control of a crowd. Choose up to 3 humanoid creatures you can see within 60 feet to each make a Wisdom saving throw, and choose an action for those creatures to take. You can choose for the creatures to take no action, but you cannot choose an action that would be directly harmful to the creature. On a failed save, a creature moves 15 feet in a direction that you choose at the beginning of its turn, then takes the action that you chose.

Once you use this ability, you must finish a long rest before using it again.

DECEIVER

Starting at 14th level, creatures have disadvantage on saving throws against illusion and enchantment spells of 3rd level or lower you cast, and disadvantage on saving throws against the following hexes: Charm, Delusion, Discord, Disorient, Hesitate, Ignore, and Slumber.

RED MAGIC

Arcane magic tied to channeling the elements is deemed red magic, and is extremely hazardous when used. Witches that specialize in red magic are among the deadliest spellcasters in existence, channeling their curse into unhindered arcane wrath.

RED MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>burning hands, magic missile</i>
2nd	<i>acid arrow, scorching ray</i>
3rd	<i>fireball, protection from energy</i>
4th	<i>ice storm, wall of fire</i>
5th	<i>cone of cold, telekinesis</i>

HEX: IMPERIL

Starting at 3rd level, you know how to strip away your foes' magical defenses. As an action, choose one creature you

can see within 60 feet to make a Constitution saving throw, and choose any one damage type. On a failed save, the creature loses resistance to the given damage type until the end of your next turn, or is treated as having only resistance, if it is immune.

CONVOLUTE ENERGY

At 6th level, when you deal damage, you can change the type of damage from acid into poison, from cold into fire, from lightning into thunder, from necrotic into radiant, or vice versa.

Additionally, you can use your reaction when you take damage of one of these types to subtract your Charisma modifier from the damage dealt.

INVULNERABILITY

Beginning at 10th level, when an attacker that you can see hits you with an attack, you can use your reaction to briefly become invulnerable. Subtract 50 from the damage dealt, to a minimum of 0.

Once you use this ability, you can't use it again until you finish a long rest.

ELEMENTAL ANNIHILATION

Starting at 14th level, when you cast a spell which deals acid, cold, fire, lightning, or thunder damage, you can expend another spell slot of equal or higher level to maximize the damage dealt.

Once you use this ability, you can't use it again until you finish a long rest.

SALT MAGIC

While red witches focus on channeling their curses into raw destructive energy, adherents of the salt craft – known as water witches – use their command of elemental water in more subtle, flexible ways. Many seek peaceful roles in society as irrigators of farmland, defenders against flooding and rescuers of sailors, but those that take to adventuring can be formidable warriors, controlling the ebb and flow of battle as if it were water.

SALT MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>create or destroy water, thunderwave</i>
2nd	<i>gust of wind, hold person</i>
3rd	<i>lightning bolt, water walk</i>
4th	<i>control water, freedom of movement</i>
5th	<i>frolicking fountain, scrying</i>

HEX: WATER WINGS

When you enter this craft at 3rd level, you learn to use your magic to manifest wings made from water, or to propel yourself on aquatic jets. As an action, you can cast this hex and activate your watery powers. As long as this hex is active, your long and high jump distances are doubled and, if you would fall, you instead glide gently downward at a rate of 60 feet per round. While gliding, you can move up to 30 feet laterally without using any of your movement.

Casting this hex requires a half-gallon of water.

FLUID MOVEMENT

By 6th level, your body moves like flowing water.

Whenever you take damage, you can use your reaction to move 5 feet without provoking opportunity attacks.

OCEANIC TOMB

At 10th level, you can summon chains of water to bind your opponents. As an action, choose a creature you can see within 60 feet. This creature is paralyzed until the start of your next turn.

Once you use this ability, you can't use it again until you finish a long rest.

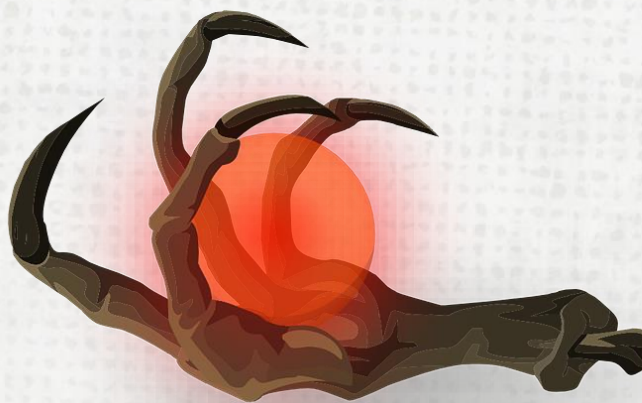
TIDAL STRIDE

When you reach 14th level, you gain the ability to enter a body of water and move within it or from it into another body of water. Any bodies of water you enter must be at least the same size as you. You must use 5 feet of movement to enter a body of water. You instantly know the location of all other bodies of water within 300 feet and, as part of the move used to enter the water, can either pass into one of those bodies or step out of the water you're in at any point within 300 feet of your entry point. You appear in a spot of your choice within 5 feet of the destination, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the water you entered.

You can use this transportation ability once per round.

SAND MAGIC

In cramped, mud-brick hovels hidden among the shifting desert dunes, the sand witches ply their trade, providing food, shelter and magical expertise to nomadic tribesmen and wandering adventurers. Fickle, misanthropic loners with withered skin and glowing eyes, one must tread carefully around these witches, lest they bring you to a fiery doom.



SAND MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>create or destroy water, inflict wounds</i>
2nd	<i>ray of enfeeblement, scorching ray</i>
3rd	<i>daylight, create food and water</i>
4th	<i>blight, hallucinatory terrain</i>
5th	<i>insect plague, pharaoh's curse</i>

HEX: SANDSTORM

When you start practicing this craft at 3rd level, you gain the ability to kick up a sandstorm around you. As an action, you create a swirling 30-foot-radius sandstorm centered on yourself. The sphere spreads around corners, its area is lightly obscured, and all ranged attacks in the area have disadvantage. This effect lasts until the end of your next turn.

DUST TO DUST

By 6th level, your spells drain the vitality from the creatures they strike. Whenever you cast a spell that drops a creature to 0 hit points, you can reduce the target to a fine gray dust.

SANDPIT

Starting at 10th level, you can use your action to transform the ground beneath a target's feet into a sinking sand pit, threatening to swallow them whole. A 10-foot radius area of natural earth or stone you choose becomes sinking sand. This area is difficult terrain. Any creature that ends its turn there is pulled underneath and must hold its breath or begin suffocating. This effect lasts for 1 minute, after which the sand hardens back into earth and all creatures submerged in it are ejected to an unoccupied space within the area.

Once you use this ability, you can't use it again until you finish a long rest.

WITHERING HEX

At 14th level, when a single creature is the target of one of your hexes, it also gains one level of exhaustion while it is hexed.

TEA MAGIC

Tea witches are among the calmest and friendliest of witches, radiating warmth and contentment despite their hideous faces and hollow souls. At their very worst, they can be cranky (if forced to drink their tea in a hurry), or twitchy (after too much tea), but even then, they are likely to look for peaceful solutions to their problems.

TEA MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>hideous laughter, purify food and drink</i>
2nd	<i>augury, calm emotions</i>
3rd	<i>clairvoyance, sending</i>
4th	<i>fabricate, private sanctum</i>
5th	<i>greater restoration, legend lore</i>

HEX: SOOTHE

When you learn this craft at 3rd level, you gain a hex to fill your allies with a sense of peace and contentment. As an action, choose a creature you can see within 60 feet. That creature is no longer charmed, frightened, or turned, and any madness effects it is suffering from immediately end.

TEA CEREMONY

Also at 3rd level, you can magically conjure enough tea for you and your allies whenever you take a short or long rest. A creature who drinks this tea loses one additional level of exhaustion during that rest period.

FRIENDLY ADVICE

At 6th level, you learn the *guidance, message*, and *prestidigitation* cantrips, if you did not know them already.

INVIGORATE

By 10th level, you can give yourself a temporary rush of energy by drinking an energizing cup of coffee. On your turn, you can use this feature to take one additional action on top of your regular action and a possible bonus action.

After using this ability, you must take a short or long rest before using it again.

TASSEOGRAPHY

When you reach 14th level, you can see glimpses of the future in your tea leaves. When you finish a long or short rest, roll a d20 and record the number rolled. You can

replace any attack roll, saving throw, or ability check made by you or a creature that you can see with this foretelling roll. You must choose to do so before the roll.

Your foretelling roll can be used only once. If you have not used your foretelling roll when you finish a long or short rest, it is lost forever.

WHITE MAGIC

White magic is fundamentally good and benevolent for all living things. Witches that adopt this craft, in spite of the hateful curse that infects them, often dedicate themselves to healing and caretaking, with the intent of bettering the world.

WHITE MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>bless, cure wounds</i>
2nd	<i>lesser restoration, spiritual weapon</i>
3rd	<i>beacon of hope, revivify</i>
4th	<i>death ward, guardian of faith</i>
5th	<i>hallow, raise dead</i>

HEX: REMEDY

At 3rd level, you learn a hex which closes wounds and eases pain. As an action, choose one creature you can see within 60 feet. This creature regains a number of hit points equal to 1d10 + your witch level. A creature affected by this hex can't be affected by it again until it takes a short or long rest.

TALISMAN OF PROTECTION

At 6th level, you can craft a talisman which wards off harm. You can only have one of these talismans at a time. A creature wearing this talisman has a +2 bonus to AC while not carrying a shield, and can add a d4 to all saving throws it makes.

BENEVOLENT SURGE

At 10th level, as a reaction when you, your familiar, or one of your allies within 30 feet takes damage, that creature regains hit points equal to 1d10 + your Charisma modifier. After using this ability, you must take a short or long rest before using it again.

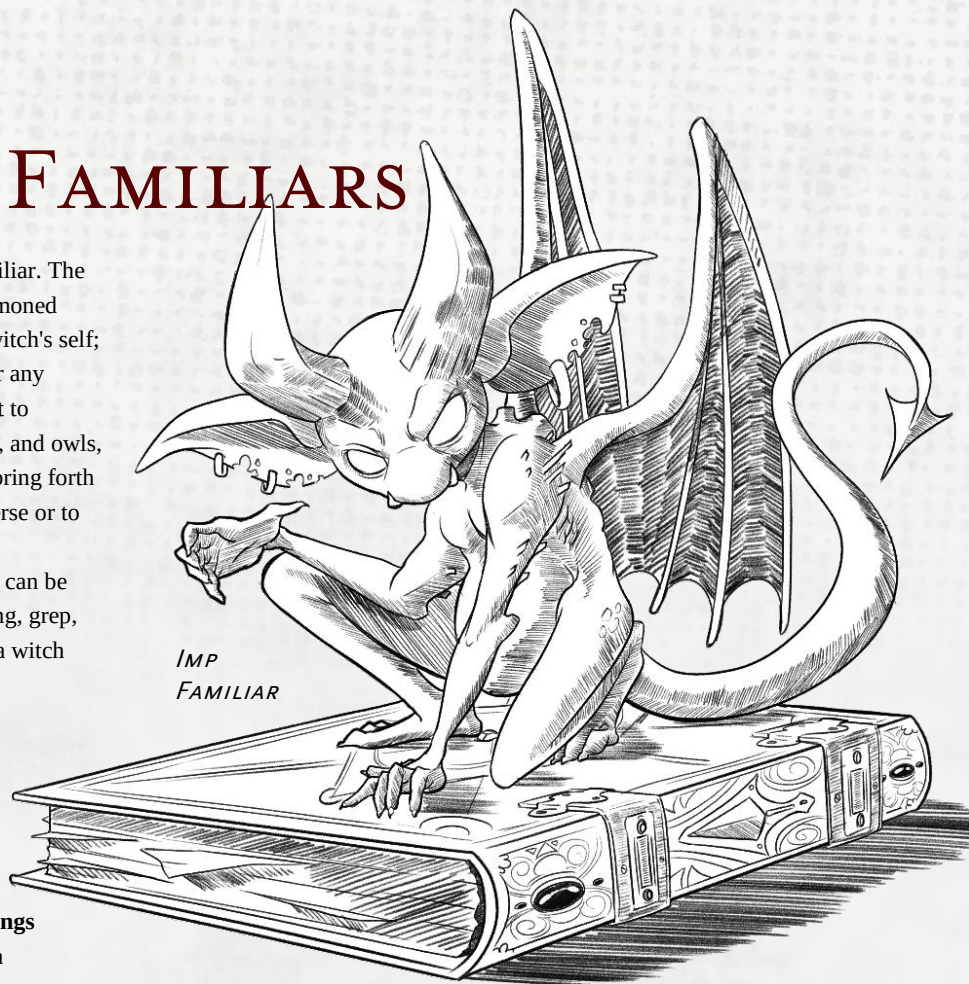
WITCH'S GIFT

Starting at 14th level, when you cast a spell or hex which restores a creature's hit points, that creature gains a +3 bonus to AC until the end of your next turn.

CHAPTER 2: FAMILIARS

The idea of a witch is inseparable from their familiar. The fluidity and ease by which they command a summoned companion makes it almost an extension of the witch's self; a second set of eyes and a willing set of claws for any dangerous situation. And while many witches opt to summon inconspicuous familiars, like cats, frogs, and owls, even more gather their focus while conjuring to bring forth creatures from the furthest reaches of the multiverse or to bestow sentience on an inanimate object.

This chapter contains additional familiars that can be summoned by a witch. The brass dragon wyrmling, grep, imp, quasit, or spook can only be summoned by a witch starting at 7th level.



IMP
FAMILIAR

Even the smallest of dragons are loathed to be summoned by mortal spellcasters, with the exception of brass dragons, which crave adventure and interaction outside of their lonesome lairs. Therefore, **brass dragon wyrmlings** can be conjured as familiars by witches seeking a powerful companion.

BRASS DRAGON WYRLING

Medium dragon, chaotic good

Armor Class 16 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft., burrow 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +2, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +2

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

A **death snail** is formed from a vile concoction of forest troll bone meal, giant eagle blood, and goblin bone meal, sealed up in a hollowed-out efreet horn, and sealed shut with an ettercap tongue. The resulting monstrosity possesses a dull intelligence, but its only impulse is to slay all creatures other than its master.

DEATH SNAIL

Tiny monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 11 (2d4 + 6)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	10 (+0)	11 (+0)	6 (-2)

Damage Resistance Fire

Senses blindsight 30 ft. (blind beyond this radius), passive

Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Leech. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Little can be said about the **flying book** that is not readily apparent. Though it is indistinguishable from an arcanist's spellbook while motionless, this animated arcane tome can flutter through the air at a moment's notice, using its cover as rudimentary wings. Flying books are playful, and enjoy the sensation of being written in.

FLYING BOOK

Tiny construct, unaligned

Armor Class 13 (natural armor)

Hit Points 2 (1d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	11 (+0)	1 (-5)	4 (-3)	1 (-5)

Damage Immunities poison, psychic

Damage Vulnerabilities fire

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 0 (10 XP)

Antimagic Susceptibility. The flying book is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the flying books must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the flying book remains motionless, it is indistinguishable from a normal book.

ACTIONS

Slam. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

A **grep** is an underground scavenger, known for using its keen vision, acute hearing, and silent flight to trick and steal from travelers, hoarding its possessions in well-hidden troves. Arcanists use greps as messengers and scouts, but they excel as retrievers; a grep can be given the name of an important object and sent to find it, returning a short time later with its prize.

GREP
FAMILIAR

GREP

Tiny monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 22 (4d4 + 4)

Speed 15 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	13 (+1)	13 (+1)	15 (+2)	10 (+0)

Skills Perception +4, Sleight of Hand +6, Stealth +6

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Understands Common and Undercommon but can't speak

Challenge 1 (10 XP)

Ambusher. The grep has advantage on attack rolls against any creature it has surprised.

Keen Hearing and Smell. The grep has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Mimicry. The grep can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 4) slashing damage.

A **homunculus** is an alchemical creation fashioned by spellcasters to act as a servant, emissary, and messenger. Because they are telepathically bonded to their masters, homunculi can share in their master's knowledge, and communicate with them at extreme distances.

HOMUNCULUS

Tiny construct, neutral

Armor Class 13 (natural armor)

Hit Points 5 (2d4)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

Damage Immunities poison

Damage Vulnerabilities fire

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 0 (10 XP)

Telepathic Bond. While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.



Vile, manipulative, and capricious, **imps** are among the lesser devils, and will proudly serve any master which summons them. With the ability to transform into small beasts, an imp might make a capable spy or informant, but can never be relied upon for more substantial tasks.

IMP

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

The diminutive relative of the mimic, the **mock** is a tiny shapechanger that replicates small, valuable objects to lure in its victims. In the desert, a mock might take the form of a canteen of precious water, and in a dungeon, it may replicate a sizeable jewel or a spare gold piece. If an adventurer is caught by surprise, a mock is just as dangerous as its larger relatives, for can hide in far less conspicuous places.

MOCK

Tiny monstrosity (shapechanger), neutral

Armor Class 11 (natural armor)

Hit Points 9 (2d4 + 4)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+1)	14 (+2)	4 (-3)	13 (+1)	6 (-2)

Damage Resistance acid

Condition Immunity prone

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Shapechanger. The mock can use its action to polymorph into a tiny object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mock adheres to anything that touches it. A medium or smaller creature adhered to the mock is also grappled by it (escape DC 9). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mock remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mock has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage. If the mock is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) piercing damage plus 3 (1d6) acid damage.

Though incapable of surviving on land, **moon jellies** are favored for their bioluminescence by witches that intend to explore deep underwater.

MOON JELLY

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 0 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	2 (-4)	11 (+0)	3 (-4)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

Water Breathing. The moon jelly can only breathe underwater.

Bioluminescence. The moon jelly sheds dim light in a 10-foot radius.

Widely considered to be the perfect familiar, requiring no food or water and possessing extremely high natural defenses, a **pet rock** can be conjured by most spellcasters. Though it does not act with any agility (indeed, it does not move at all), it can make a formidable weapon when thrown.

PET ROCK

Tiny elemental, unaligned

Armor Class 15 (natural armor)

Hit Points 5 (1d4 + 3)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	16 (+3)	1 (-5)	5 (-3)	1 (-5)

Damage Vulnerability thunder

Damage Immunities necrotic, poison, psychic

Damage Resistances fire, lightning, radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhausted, frightened, paralyzed, petrified, poisoned, prone, unconscious

Senses passive Perception 5

Languages —

Challenge 0 (10 XP)

False Appearance. The pet rock is indistinguishable from an ordinary rock with a face drawn on it.

Just a Rock. The pet rock counts as an object for the purposes of spells such as *magic stone*. Additionally, the rock cannot take actions that are not specified in its statistics.

It's generally inadvisable to confuse a true dragon for their **pseudodragon** cousins. Whereas all true dragons can summon forth a destructive breath from their *fundamentum*, pseudodragons are merely equipped with a stinger of sleep-inducing poison and grow only as large as cats.

PEUDODRAGON

Tiny dragon, neutral good

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands Common and Draconic but can't speak

Challenge 1/4 (50 XP)

Keen Senses. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Magic Resistance. The pseudodragon has advantage on saving throws against spells and other magical effects.

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

Cowardly and deceptive, a **quasit** is one of the lowliest of demons, and will serve any evil master, albeit unwillingly. When they actually perform their duties, instead of procrastinating or shirking responsibility, quasits are exceptional familiars, capable of taking the form of beasts, turning invisible, and poisoning their victims.

QUASIT

Tiny fiend (demon, shapeshifter), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapeshifter. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Magic Resistance. The quasit has advantage on saving throws against spells and other magical effects.

ACTIONS

Claws (Bite in Beast Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/Day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.

Crudely constructed, but oddly endearing, **rag dolls** are constructs formed from children's toys, stuffed with soft material and adorned with smiling faces. Besides being generally comforting to have around, spellcasters favor rag dolls as familiars for their fairly durable construction and inconspicuous nature; nobody questions a discarded doll, after all.

RAG DOLL

Tiny construct, neutral good

Armor Class 11

Hit Points 2 (1d4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	10 (+0)	3 (-4)	5 (-3)	16 (+3)

Skills Persuasion +5, Stealth +5

Damage Immunities poison, bludgeoning from nonmagical weapons

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 7

Languages —

Challenge 0 (10 XP)

False Appearance. While the rag doll remains motionless, it is indistinguishable from a normal stuffed toy.

Mimicry. The rag doll can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

Headbutt. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Hauntings can usually be attributed to the usual spectral suspects: ghosts, specters, shadows, and poltergeists. But benign hauntings, where the restless spirit merely plays tricks on the living, is usually caused by a **spook**. These spirits are usually the artifacts of children or entertainers, clinging to the afterlife for company and a semblance of affection, and are as such preoccupied with fun. They never willingly harm others when they haunt a house, and will serve any master that conjures them, if only for the sake of inclusion.

SPOOK

Small undead, chaotic neutral

Armor Class 11

Hit Points 14 (4d6)

Speed 40 ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	10 (+0)	9 (-1)	13 (+1)

Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

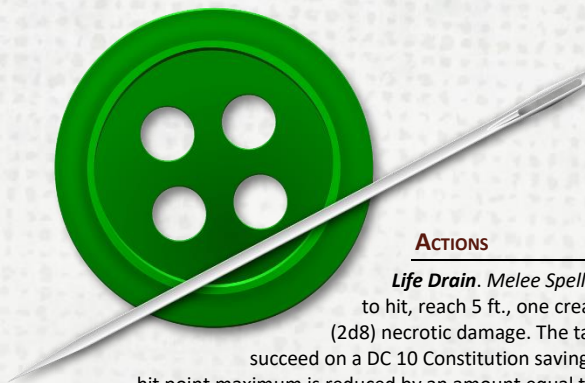
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The spook can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.



ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

In stark contrast to the capricious and fun-loving pixies, **spites** are tiny, but hearty warriors of the fey, which protect the forest with their lives. If conjured, a sprite will serve any master that honors their ways, but will abandon any master they deem cowardly.

SPRITE

Tiny fey, neutral good

Armor Class 15 (leather armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

ACTIONS

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

Full of ticking clockwork and mechanical gizmos, **tin soldiers** are mechanical creations fashioned by arcanists as servants and messengers. With some patience and skill, almost anyone can build a tin soldier, but spellcasters have

long devised methods to conjure them wholesale from the Plane of Law's excess energies.

TIN SOLDIER

Tiny construct, lawful neutral

Armor Class 14 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	12 (+1)	5 (-3)	10 (+0)	10 (+0)

Skills Perception +2

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 0 (10 XP)

False Appearance. While the tin soldier remains motionless, it is indistinguishable from a normal toy.

Formation. The tin soldier has advantage on attack rolls when it is within 5 feet of another tin soldier.

ACTIONS

Bayonet. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Rifle (Recharge 6). *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

When fully grown, a winter wolf is an apex predator of the snow, a terror of teeth and fur, stalking the tundra in packs. But before they develop their fearsome freezing breath, **winter wolf pups** are far more amicable (perhaps because they have yet to realize the scope of their own might), and will dutifully follow a master that feeds them well and treats them with respect.

WINTER WOLF PUP

Tiny monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 2 (1d4)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	11 (+0)	4 (-3)	12 (+1)	7 (-2)

Damage Resistance cold

Skills Perception +3, Stealth +3

Senses passive Perception 13

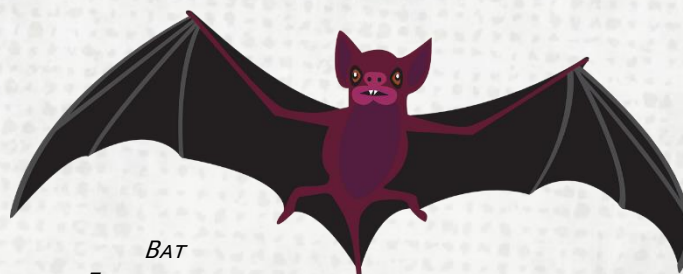
Languages —

Challenge 0 (10 XP)

Snow Camouflage. The pup has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.



BAT
FAMILIAR

The greatest of golems are formed of iron, stone, and clay, but the least of them are constructed of yarn. Balled and sewn into a vaguely humanoid shape, yarn golems are among the first animated objects that arcanists learn to create, practicing with them obsessively until they master the basics and move onto more rigid materials. Yarn golems are friendly and playful, but risk foolishly unraveling themselves if they catch on sharp objects.

YARN GOLEM

Tiny construct, chaotic neutral

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	1 (-5)	10 (+0)	8 (-1)

Damage Resistance piercing

Senses passive Perception 10

Languages —

Challenge 0 (10 XP)

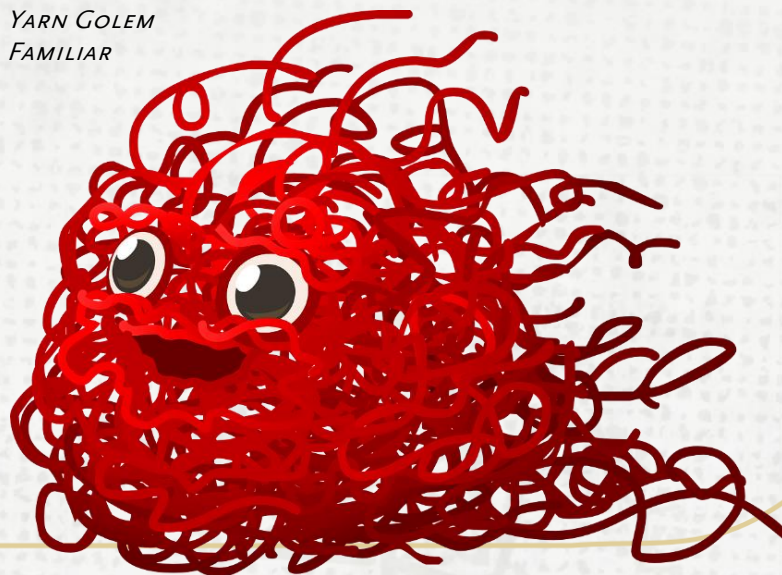
False Appearance. While the golem remains motionless, it is indistinguishable from a normal ball of yarn.

Mutable Form. Whenever a spell or effect would alter the golem's form, the effect works as normal, except that the new form is always made out of a tangle of yarn.

ACTIONS

Tangle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* The target is restrained (escape DC 12).

UNRAVELED
YARN GOLEM
FAMILIAR



CHAPTER 3: SPELLS

A witch's magic is dark, rooted in the agony of a sinister curse. But darkness begets darkness, and a witch's curse begets even greater curses.

The chapter begins with the witch's spell list, followed by spell descriptions for new spells and a collection of powerful, story-oriented spells called Dark Rituals.

WITCH SPELLS

CANTRIPS (0 LEVEL)

Acid Splash
Chill Touch
Dancing Lights
Mage Hand
Message
Minor Illusion
Prestidigitation
Produce Flame
Resistance
Spare the Dying
True Strike

1ST LEVEL

Animal Friendship
Accursed Act
Bane
Charm Person
Comprehend Languages
Curse of Chains
Curse of Tomes
Detect Magic
Disguise Self
Expeditious Retreat
Faerie Fire
Flawed Reconstruction
Fog Cloud
Hellish Rebuke
Hideous Laughter
Hollowing Curse
Protection from Evil and Good
Silent Image
Sleep
Thunderwave
Unseen Servant

2ND LEVEL

Animal Messenger
Blindness/Deafness
Calm Emotions
Curse Ward
Darkness
Detect Thoughts
Enthrall
Hold Person
Intrusive Thought
Invisibility
Knock
Misty Step
Ray of Enfeeblement
Shatter
Suggestion

3RD LEVEL

Bestow Curse
Clairvoyance
Curse of Blades
Dispел Magic
Fear
Hypnotic Pattern
Magic Circle
Major Image
Nondetection
Remove Curse

Ruby-Eye Curse
Sending
Slow
Speak with Dead
Speak with Plants
Stinking Cloud
Tongues

4TH LEVEL

Arcane Eye
Banishment
Black Tentacles
Compulsion
Confusion
Curse of Aging
Curse of Youth
Dimension Door
Greater Invisibility
Locate Creature
Phantasmal Killer

5TH LEVEL

Curse Weapon
Dispел Evil and Good
Dominate Person
Dream
Geas
Hold Monster
Insect Plague
Mislead
Modify Memory
Pharaoh's Curse
Planar Binding
Scrying
Seeming

6TH LEVEL

Corruption Curse
Elemental Curse
Eyebite
Guards and Wards
Magic Jar
Mass Suggestion
Programmed Illusion
True Seeing

7TH LEVEL

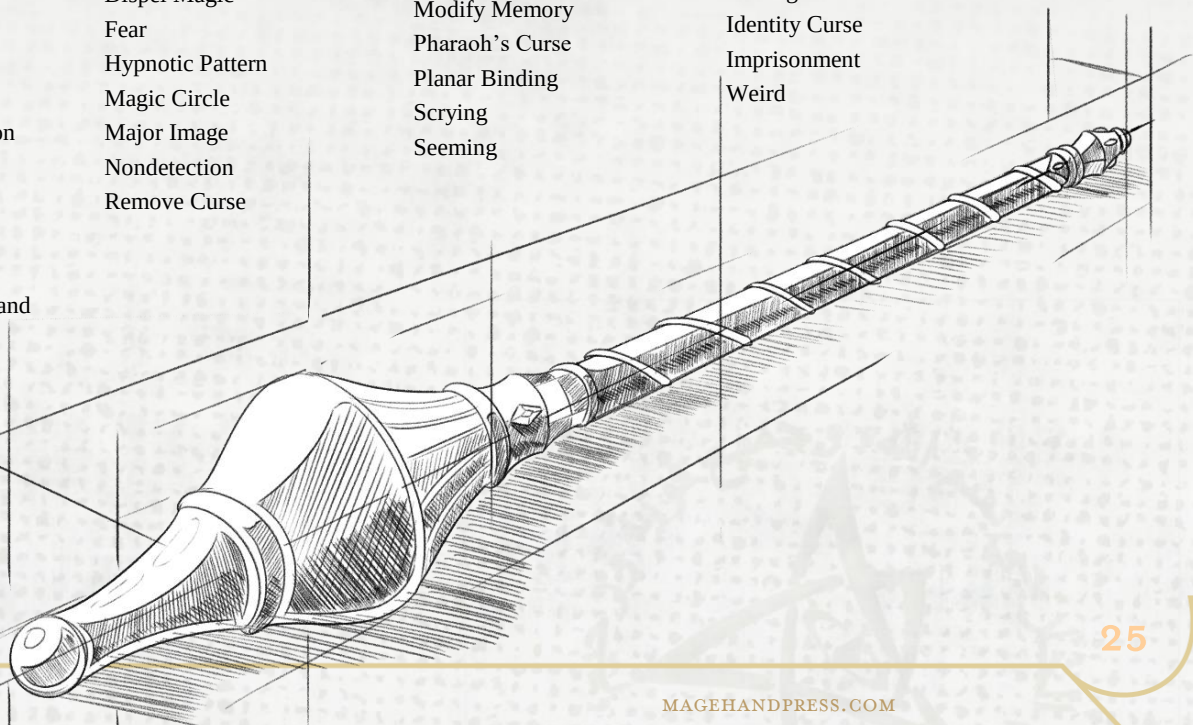
Curse of Binding
Etherealness
Forcecage
Mirage Arcane
Project Image
Plane Shift
Sequester
Symbol

8TH LEVEL

Antipathy/Sympathy
Demiplane
Dominate Monster
Feeblemind
Glibness
Mind Blank
Power Word Stun

9TH LEVEL

Astral Projection
Foresight
Identity Curse
Imprisonment
Weird



SPELL DESCRIPTIONS

These spells are presented in alphabetical order.

ACCURSED ACT

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (incense and a black candle)

Duration: Concentration, up to 1 minute

Lighting a candle, you speak dark curses in a lost tongue, directed at one creature you can see within range. That creature must make a Wisdom saving throw or be cursed for the duration. While cursed, whenever that creature takes the Attack or Cast a Spell action, it takes psychic damage equal to 1d8 + your spellcasting modifier. The creature can repeat their saving throw at the end of their turn, ending the effect on a success.

A *remove curse* spell ends this curse early.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you deal an additional 1d8 psychic damage for each slot level above 1st.

CORRUPTION CURSE

6th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

With a piercing glare and sinister gesture, you send a ribbon of dark magic into a target's body. A creature you can see within range is cursed for the duration and suffers from one of the following effects of your choice while cursed:

Dull Reflexes. The target has disadvantage on Dexterity checks and saving throws.

Feeble Fortitude. The target has disadvantage on Constitution saving throws and can't regain hit points.

Weak Will. The target has disadvantage on Wisdom saving throws as well as spell attack rolls.

A *remove curse* spell ends this curse early.

CURSE OF AGING

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Until dispelled

A creature you touch must succeed on a Wisdom saving throw or become cursed to age and wither. While cursed, the target ages at twice their normal rate, becoming two days older for every day that passes. In addition, it has disadvantage on all Strength checks and saving throws.

A *remove curse* spell ends this curse.

CURSE OF BINDING

7th-level enchantment (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a body part from the intended target, such as a fingernail, a lock of hair, or a drop of blood)

Duration: Until dispelled

You bind one creature or object to a location, cursing it so that it may never leave. Choose a target and a location within range, both of which you must be able to see. If the target is a creature, it must make a Charisma saving throw (a willing creature may choose to fail this save), or be cursed to be permanently bound to the chosen location. While cursed, the target can act and move around freely, as long as it remains within 20 feet of the point it is bound to. If the target begins its turn outside of this area, it must make a Strength saving throw against your spell save DC or be dragged 60 feet towards the point it was bound to.

In addition, if the creature attempts to teleport or use any other means of extraplanar travel, it must make another Charisma saving throw. On a failure, the travel attempt fails and any resources used are wasted. On a success, the curse is suppressed until the creature returns to the plane on which it was bound, at which point the dragging effect resumes.

A *remove curse* spell ends this curse.

CURSE OF BLADES

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Unholy bands of black energy tie a creature to its weapon. Choose a creature you can see that is holding a weapon within range to make a Wisdom saving throw. On a failed save, the creature is cursed for the duration. A cursed target can't willingly drop or stow its weapon. Additionally, whenever it takes the Attack action on its turn, it makes one additional attack using its weapon targeting itself, against its own AC, dealing damage as normal on a hit.

A *remove curse* spell ends this curse early.

CURSE OF CHAINS

1st-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

A black brand resembling iron shackles darkens the ankles of two creatures you can see. Choose two creatures you can see within range of the spell and within 30 feet of each other to make a Constitution saving throw. A willing creature can choose to fail this saving throw. On a failed save, a target is cursed for the duration. If only one target is cursed by this spell, you can use your action or bonus action on a subsequent turn to choose another target within 30 feet of the cursed creature to make a saving throw. While two creatures are cursed by this spell, they are unable to willingly move further away from each other.

A *remove curse* spell ends this curse early.

CURSE OF TOMES

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 24 hours

You speak the backward words of a dead language, scrambling the letters in a target's mind. Choose one creature within range to make a Wisdom saving throw. On a failed save, the target is cursed for the duration. A cursed target can't read or write any language for the duration, prepare spells from a spellbook, perform rituals, or cast any spells that involve writing runes or sigils. At the end of each hour, the target can repeat this save, ending the effects early on a success.

A *remove curse* spell ends this curse early.

CURSE WARD

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You reach out your hand and touch a willing target within your reach, raising a smoke-like barrier around it. For the duration, the target has resistance to necrotic damage and can't be cursed, possessed, or targeted by a hex. Also, its maximum hit points can't be lowered. If the target is already affected by one of these effects, the effect is suspended until the spell ends.

CURSE WEAPON

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Until dispelled

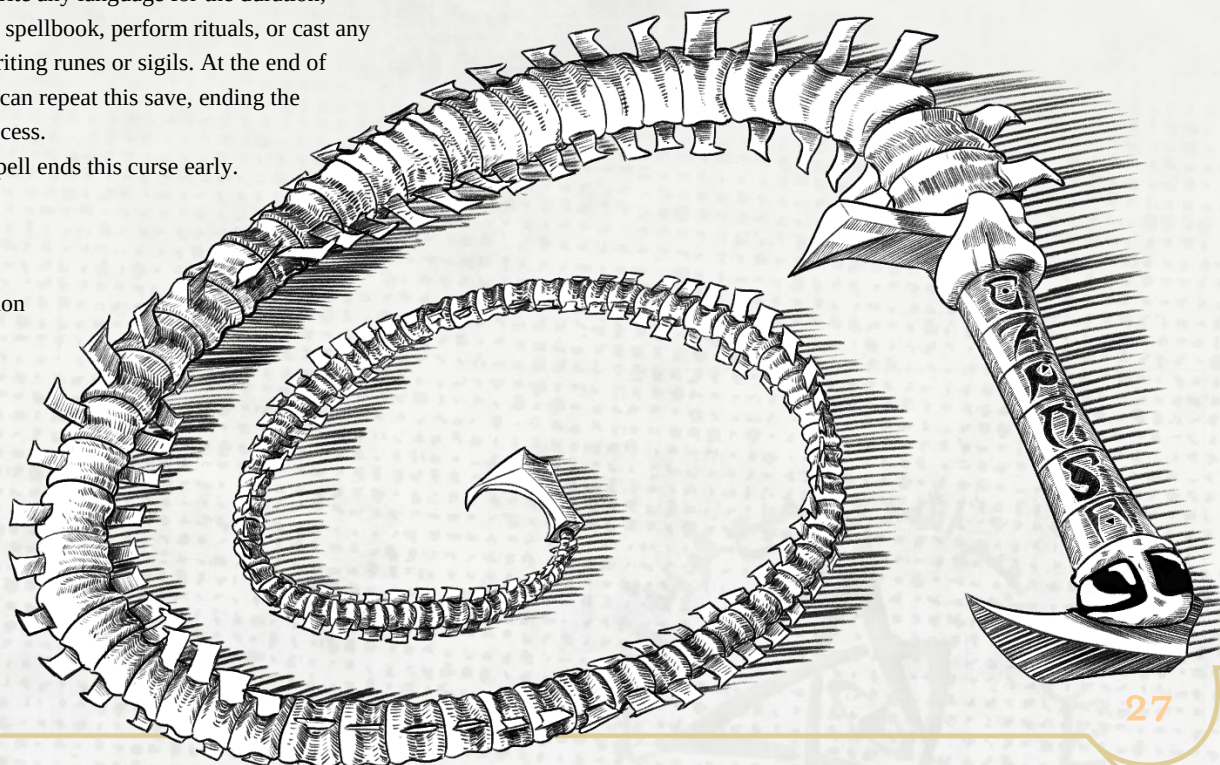
You touch a weapon. Until the spell ends, the weapon becomes magical (if it wasn't already) and gains the following property in addition to any others it has:

Curse. This weapon is cursed, and touching it extends this curse to you, unless you are a fey creature, in which case you suffer no ill effect. As long as you remain cursed, you are unwilling to part with the weapon, keeping it within reach at all times.

Whenever you roll a 1 on an attack roll with this weapon, roll a d6 and apply the result from the table below.

d6 Effect

- | | |
|---|--|
| 1 | You fall prone and your turn ends immediately. |
| 2 | You are blinded until the end of your next turn. |
| 3 | You are deafened until the end of your next turn. |
| 4 | You are immediately teleported 20 feet in a random direction. If you would end up within a |



solid obstacle, you take 2d6 bludgeoning damage and end up as close to the destination as possible.

- 5 All food items within ten feet of you immediately spoil, becoming completely inedible.
- 6 The weapon transforms into a live goose (or another animal chosen by the GM), which is magically bound to your hand and cannot be removed by any means (except by ending the curse). It reverts to its original form after one minute.

A *remove curse* spell ends this curse.

CURSE OF YOUTH

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a child's toy)

Duration: Concentration, up to 1 hour

This spell reverses time for a creature that you can see within range until it becomes a helpless baby. An unwilling creature must make a Wisdom saving throw to avoid the effect. Shapechangers and creatures that do not experience infancy automatically succeed on this saving throw.

If the target drops to 0 hit points, it reverts back to its original age, and excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The target retains all of its game statistics except its base movement speed, hit points, and size, which are changed to 10 feet, half of the target's maximum, and one size category smaller, respectively. It cannot take any actions, bonus actions, or reactions, cannot cast spells, and cannot communicate, except by crying (a person using the spell *comprehend languages* or similar abilities can interpret such crying to gain a rough understanding of the baby's emotional state). While under the effects of this spell, the target is prone and cannot stand up without the help of an adult.

The target's gear is unaffected by this spell; it will likely fall off the target due to being vastly oversized.

A *remove curse* spell ends this curse early.

At Higher Levels. If you cast this spell using a spell slot of 7th level or higher and maintain your concentration on it for the entire possible duration, the target makes another Wisdom saving throw. On a failure, the target is cursed to remain as a baby until a *remove curse* spell ends the curse. Additionally, if the target drops to 0 hit points, it does not

revert to original age, and begins making death saves as normal. On a success, the effects end.

ELEMENTAL CURSE

6th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S,

Duration: Concentration, up to 1 minute

A spark leaps from your finger to a creature you touch, spreading in bright cracks across its skin. The target must make a Constitution saving throw or be cursed for the duration. While cursed, the target has vulnerability to your choice of acid, cold, fire, lightning, or thunder damage. If creature has resistance to the chosen damage type, it instead only loses that resistance. If the target has immunity to the chosen damage type, it is treated as having only resistance to that damage.

FLAWED RECONSTRUCTION

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a needle and thread)

Duration: Instantaneous

You stitch together the wounds of a creature you touch, which regains 4d6 hit points. However, the mending is imperfect, and the target's maximum hit points is decreased by the same amount until it finishes a long rest. A creature that regains hit points due to this spell will be left with some permanent scars.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d6 for each slot level above 1st.

FROLICKING FOUNTAIN

5th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a conductor's baton)

Duration: Concentration, up to 1 minute

You cause a 5-foot cube of water within range to animate in a hypnotic motion. The water swirls for the duration, not leaving its space except to send small jets up to five feet into the air. Each creature except for the caster within 60 feet which sees the fountain must make a Wisdom saving throw or become charmed by you for the duration. While charmed by this spell, a creature must use its movement on

each of its turns to get as close to the water as possible. A charmed creature can't willingly move away from the fountain. At the end of its turn, a charmed creature can attempt the saving throw again, ending the effect on a success. Once a creature has succeeded on a save against this spell, it cannot be affected by the same instance of it again.

If a creature is within 5 feet of the dancing waters, you can use a bonus action to command the water to lash out at that creature. Make a melee spell attack against the target. On a hit, the water deals 4d6 bludgeoning damage to the target. If the target is charmed by this spell, it can attempt the saving throw again after taking damage from it.

HOLLOWING CURSE

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Tendrils of black mist extend from your fingertips, latching onto a creature and draining its vitality. Choose a creature you can see within range to make a Dexterity saving throw. On a failed save, the target takes 1d12 necrotic damage and is cursed for up to one minute. While the target is cursed, you can use your action to deal 1d12 necrotic damage to it automatically. The curse ends early if you use your action to do anything else, or if the target is ever outside the spell's range or if it has total cover from you. A *remove curse* spell also ends this curse.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

IDENTITY CURSE

9th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Until dispelled

You extend a finger to a creature's temple, who then forgets its own name. Choose one creature you can touch to make a Wisdom saving throw. On a failed save, the target falls unconscious for 1 hour and is cursed to forget its identity. When the target awakes, it loses all its personal memories, though the target retains all of its general knowledge, proficiencies, and other statistics. The target will not realize it has any class features or special abilities, and so does not

willingly make use of them. If left to its own devices, the target will quickly adopt a new name and begin to build a new identity.

A *remove curse* spell ends this curse. When this curse ends, the target regains all its past memories.

INTRUSIVE THOUGHT

2nd-level transmutation

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you taking an action

Range: 60 feet

Components: V, S

Duration: Instantaneous

As a reaction when a creature you can see within range takes the Attack, Dash, Dodge, or Disengage action, you can attempt to distort its thinking. The target makes a Wisdom saving throw. On a failed save, the creature instead takes your choice of those actions.

PHARAOH'S CURSE

5th-level necromancy

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Until dispelled

Opening your palm, you release a puff of dust, the pestilence of mummy rot. Choose one creature within range to make a Constitution saving throw. On a failed save, the target is cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust.

The curse lasts until removed by the *remove curse* spell or any other spell or magical effect that cures mummy rot.

RUBY-EYE CURSE

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

A red haze clouds the eyes of a creature that meets your gaze. Choose one creature you can see within range to make a Constitution saving throw. On a failed save, the creature is cursed for the duration. A cursed target can see normally out to 5 feet, but is blind beyond this radius.

A *remove curse* spell ends this curse early.



DARK RITUALS

Not all rituals are performed in the daylight, and not all magic was meant to be known. Dark rituals provide a way to replicate potent magic effects that stretch far beyond the reach and control of a single spellcaster. Often taking an hour or longer to perform, dark rituals are conducted with a number of spellcasters at once, and require grisly material components.

Deeply sinister, and carrying dire risks and consequences, dark rituals are forbidden to the vast majority of spellcasters. Cabals of witches and loose associations of warlocks preserve a handful of these rituals, but the most powerful are remembered only in dusty, forgotten tomes. Uncovering one might open doors to unspeakable power or portend your very doom.

Dark rituals might be welcome in your campaign as plot points and McGuffins for the heroes and villains alike. Uncovering a ritual provides a tantalizing boon to be fought over, and such a ritual falling into enemy hands creates a ticking clock for the action to work against. The most powerful rituals even create convincing doomsday scenarios to serve as a failure state, should the heroes' quest go awry.

Certain dark rituals, like *beckon the dark one*, *earthrend*, and, *apocalypse*, can fundamentally change campaigns, and should be employed with caution.

Spell Slots. All dark rituals can effectively be considered 10th level spells. This type of spell does not consume a single spell slot; rather, a dark ritual drains all participating spellcasters of all their spell slots. If a spellcaster does not have all of its spell slots when it begins

a dark ritual, the ritual fails just before it would be completed, consuming material components as normal.

Spellcasters. In addition to the other attributes a spell normally has, a dark ritual might require multiple spellcasters to be present for the entire duration of casting. All participating spellcasters must be in a spellcasting circle, which is typically no larger than 5 feet in diameter for each spellcaster involved. You are assumed to be one of these spellcasters. The number of spellcasters is detailed in the Spellcasters entry along with the level that all the spellcasters must be to perform the ritual.

Ending a Ritual. Though dark rituals are fraught with peril, they are exceptionally difficult to end once completed; a simple dispel magic or even a wish spell can't stop their effects. Most rituals, however, have some special means of being ended early, knowledge of which intrepid adventurers should hope to learn should a dark ritual go awry.

APOCALYPSE

Dark ritual evocation

Casting Time: 24 hours

Spellcasters: 10 of 11th level or higher

Range: Self (100-mile radius)

Components: V, S, M (a sacrifice of 10 intelligent, pure-hearted humanoids and 10 gemstones with a total value of 10,000 gp, which the spell consumes)

Duration: 1 minute

You call upon the darkest forces to decimate the landscape, razing entire cities, leveling forests, and reducing mountains to rubble. When this ritual is complete, each participating spellcaster dies instantly and their souls are

destroyed; a creature that has cast this ritual can only be returned to life by means of a *true resurrection* or *wish* spell.

The sky becomes blood red and fiery rocks rain down from it. Each creature within a 100-mile radius of the location this spell was cast takes 12d10 force damage at the beginning of each of its turns for the duration. Nonmagical structures and objects in the spell's area destroyed, and flammable objects, such as trees and grass, are burned to ash.

BECKON THE DARK ONE

Dark ritual conjuration

Casting Time: 24 hours

Spellcasters: 7 of 15th level or higher

Range: Self

Components: V, S, M (a sacrifice of a willing spellcaster, ancient scrolls containing the Words of Creation, written backwards, and at least 7 abyssal black diamonds, worth at least 10,000 gp, which the spell consumes)

Duration: Instantaneous

This ritual prods awake a slumbering terror, which comes to unmake all things. To complete it, one spellcaster must willingly be sacrificed and forfeit its soul to travel the Void in search of Erebus, the Dark One. This spellcaster cannot be returned to life by any means.

The sign of Erebus is then fixed in the sky above where the spell was completed, and all spellcasters are burned darkly over their entire bodies with the sign's shape, much like a tattoo. During the next week, the sign in the sky grows and becomes ever more elaborate, and gloomy mists swell around the world as Erebus draws near.

After seven days, Erebus descends from its sign and comes crashing to the earth, beginning an onslaught of destruction that results either in its death, or the end of the world itself.

Statistics for Erebus are at the end of this chapter.

BLACK SUN

Dark ritual transmutation

Casting Time: 8 hours

Spellcasters: 3 of 13th level or higher

Range: Unlimited

Components: V, S, M (Powdered black diamond, obsidian, and onyx, with a total value of at least 1,000 gp, which the spell consumes)

Duration: Concentration, until dispelled

Leaving only a ring of dim light in the sky, this spell blots out the sun and blankets the land in darkness, which brings with it plagues and dark omens. Grasses and trees in the spell's area begin to wither within 1 day, crops and livestock in the spell's area begin to die after 1 week, and the water in the spell's area becomes poisonous after 1 month (each creature drinking it must make a DC 18 Constitution saving throw or take 1d6 poison damage and be poisoned for a minute). If the sun remains dark for 1 year, every humanoid in the spell's area takes 1d4 necrotic damage each day at dawn and the recently dead have a chance of rising from their graves. When a creature dies, there is a 10% chance of it reanimating as a zombie 24 hours after its death.

You and the other two spellcasters must share concentration on this spell; if all three break their concentration on this spell, the spell ends and each spellcaster takes 10d10 + 50 necrotic damage. A spellcaster can resume concentrating on this spell as an action and can break its concentration at any time (no action required.)

DELUGE OF LEGEND

Dark ritual conjuration

Casting Time: 8 hours

Spellcasters: 2 of 15th level or higher

Range: Unlimited

Components: V, S, M (A sacrifice of 100 animals, in pairs of male and female, and 5,000 gold pieces, which the spell consumes)

Duration: Concentration, up to 40 days

This spell throws open the floodgates of the Plane of Water, causing interminable rain and rising sea levels across the Material Plane. As this ritual is cast, dark storm clouds gather across the ritual's radius and rains begins to fall, continuing for the spell's duration, swelling from a squall to a torrential downpour. Sea, lakes, and ocean levels rise, overflowing streams and ponds after 1 day, and rivers and lakes after 1 week, until all but the peaks of mountains are submerged



underwater. Nonmagical structures that are not carved from stone are destroyed completely by the water, and creatures that do not escape to high ground or otherwise secure a boat which can weather the storm are almost certain to drown.

You and the other spellcaster must share concentration on this spell; if both of you break their concentration on this spell, the spell ends. After the spell is ends, the rain stops and sea levels retreat at twice the rate at which they grew, restoring sea levels in time equal to half of the spell's duration.

DEMON OF VENGEANCE

Dark ritual conjuration

Casting Time: 4 hours

Spellcasters: 1 of 5th level or higher

Range: 20 feet

Components: V, S, M (An arcane circle made with a pint of human blood and a gemstone worth at least 5,000 gp, which the spell consumes)

Duration: Until dispelled

The instant you complete this blood curse, a demon ascends to your side from the arcane circle, ready to wreak vengeance on your behalf. This spell can be cast by any spellcaster of 5th level or higher, but a spellcaster of 15th level or lower will be killed by the demon after a number of days equal to the spellcaster's level.

A demon of challenge rating 20 or lower, selected by the GM, appears in an unoccupied space that you can see within range. This demon disappears only when you or it are reduced to 0 hit points, even if a spell would otherwise banish it to its home plane.

The demon is bound to wreak vengeance for one act or upon one individual that has wronged you. When it is summoned, you describe the events or the individual that you seek vengeance against. Though the demon is friendly to you, it is not obligated to follow any of your commands and can choose any course the GM deems appropriate to seek vengeance on your behalf. The demon leaves when its task is completed.

EARTHREND

Dark ritual transmutation

Casting Time: 24 hours

Spellcasters: 3 of 15th level or higher

Range: Self

Components: V, S, M (An onyx stake, worth at least 15,000 gp, which the spell consumes)

Duration: Until dispelled

Jamming a stake into the earth at a fault line, you summon earthquakes and open great rifts in the earth to reshape the land. A wave of geologic devastation spreads out in a direction that you choose (north, south, east, or west), beginning along the geologic fault at which this spell is cast and affecting a 500-mile wide area. This wave moves at a rate of 10 miles per hour and continues indefinitely until it completes a cycle around the world.

An affected region experiences incredible earthquakes, sinkholes, fissures, and other immense geological disturbances which reshape the landscape. A creature in the spell's area takes 1d8 bludgeoning damage each hour for 24 hours. The GM may also introduce additional hazards, such as collapsing buildings, sinkholes, and falling trees.

Following one day of the spell's effects, earthquakes cease and the area is unrecognizable; its elevation has shifted, its rivers have moved completely, its mountains have vanished and new mountains have emerged elsewhere. All structures rooted in the ground have been destroyed. All other aspects of the landscape, from the coastlines, to the islands, forests, and hills, have also changed in a manner decided by the GM.

This spell can be ended early if an ivory stake is rooted in the earth at the fault line where the spell was cast.

HATEFUL CURSE

Dark ritual necromancy

Casting Time: 4 hours

Spellcasters: 1 of 11th level or higher

Range: 1 mile

Components: V, S, M (A pint of human blood and poisons worth at least 500 gp, which the spell consumes)

Duration: Until dispelled

Spitting curses into a boiling cauldron, you bring forth the foulest hex that can be placed upon a mortal soul. The entire ritual must be completed while the target remains within the spell's area; if the target leaves that area, the spell fails.

The target is cursed. While cursed, all of the target's ability scores are reduced by 4, to a minimum of 6. In addition, the target's hit point maximum is halved. This curse can only be ended by a *wish* spell, or if the target dies, and returns to life via a *resurrection* spell.

This spell draws its sinister power from your life force. Casting it brings your death a decade closer: you die of old age 10 years earlier than a normal member of your race.

MIASMA

Dark ritual necromancy

Casting Time: 8 hours

Spellcasters: 1 of 15th level or higher

Range: Self (100-mile radius)

Components: V, S, M (500 or more corpses that have been rotting for at least 1 week, and a carved stone altar worth at least 5,000 gp, placed at the center of the gathered corpses)

Duration: Special

Upon completion of this ritual, the gathered corpses begin emitting an inky, noxious vapor that burns the eyes and throat and spreads at a rate of 30 feet per round, stopping when it reaches the spell's radius, and covering an area up to 40 feet above the ground. The radius is extended by 5 miles for each additional 50 corpses gathered over the 500-corpse minimum. The area within the vapor is considered lightly obscured.

The deadly miasma feeds on the caster's life force. Your maximum hit points decrease by 1 each day of the spell's duration, and you can't restore your hit point maximum by any means, short of a wish spell. You can end the effect of the spell by concentrating on it for 1 minute. If your hit point maximum drops to 0, the spell ends, you die, and you instantly wither to ash.

Each creature within the vapor must succeed on a Constitution saving throw each hour or become afflicted with a fast-acting magical disease that decays flesh and saps strength. A diseased creature is poisoned and its hit point maximum decreases by 1 each hour that it remains diseased. The disease lasts for as long as the creature remains in the spell's area. A diseased creature that leaves the area can fight the disease by making a Constitution saving throw once every hour. After succeeding on three saving throws, the creature recovers from the disease.

A *remove curse* spell cures the disease, as do magical effects which cure magical disease. When a creature is cured of the disease, its hit point maximum is restored and it automatically succeeds on saving throws against the disease for the next 24 hours.

ELIXIR OF DEFILATION

Potion, legendary

The formula for this elixir is one of the most sought-after secrets ever conceived. It is contained in legendarily evil tomes and, of course, it is known to every lich in the Realm. Creation of this elixir is a difficult process that requires numerous acts of evil: one of its main ingredients is the blood of a human infant, slain by the would-be lich's own hand.

RITE OF LICHDOM

Dark ritual necromancy

Casting Time: 10 days

Spellcasters: 1 of 17th level or higher

Range: Self

Components: V, S, M (an object worth at least 5,000 gp that will become your *phylactery*, and an *elixir of defilation* worth 100,000 gp, which the spell consumes)

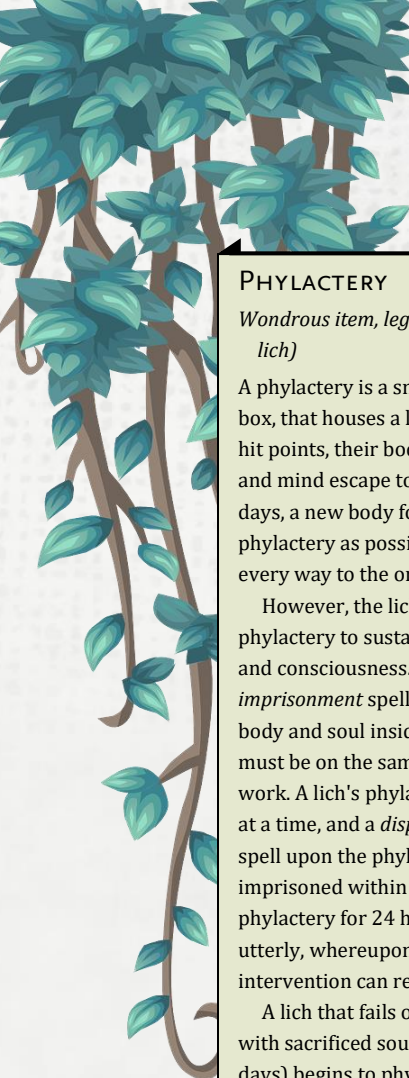
Duration: Instantaneous

This vile rite, which involves creating and consuming an *elixir of defilation*, binds your soul to a phylactery, granting you corrupt immortality as a lich. You can only conduct this ritual under the light of a full moon, while holding your phylactery. Once you prepared your body for transformation and spoken a long incantation, you drink the elixir and immediately die; no spell or effect can prevent this death.

Make a DC 20 Wisdom saving throw. If you fail the saving throw, the ritual fails and your soul becomes a wraith under the DM's control. Otherwise, you begin transforming into a lich. For the next 10 days, your soul is considered to be concentrating on the ritual; if your body or phylactery are disturbed in any way during the casting time, the ritual fails and your soul is forever trapped outside the planes of existence.

If the transformation is successfully completed, you become a lich. Your statistics change in the following ways:

- You are now an undead creature.
- Your alignment changes to evil if it was not already.
- Your AC when not wearing armor is equal to 14 + your Dexterity modifier.
- You have resistance to cold, lightning, and necrotic damage, and immunity to poison damage as well as bludgeoning, piercing and slashing damage from nonmagical weapons.
- You are immune to being charmed, exhausted, frightened, paralyzed, and poisoned.
- You have truesight with a range of 120 feet.
- You gain the Legendary Resistance, Rejuvenation, Turn Resistance, and Paralyzing Touch traits from the lich stat block.
- You learn the spell *imprisonment* if you do not know it already. You can cast this spell without using a spell slot or spell components while holding your phylactery.
- You no longer require air, food, drink, or sleep.
- You are immortal and can only be killed if your phylactery is destroyed.



PHYLACTERY

Wondrous item, legendary (requires attunement by a lich)

A phylactery is a small object, usually a locket or box, that houses a lich's soul. If a lich is reduced to 0 hit points, their body crumbles to dust, but their will and mind escape to the phylactery. After 1d4 + 1 days, a new body for the lich coalesces as near to the phylactery as possible. The new body is identical in every way to the one that was destroyed.

However, the lich must feed souls to its phylactery to sustain the magic preserving its body and consciousness. It does this using the *imprisonment* spell to magically trap the target's body and soul inside its phylactery. The phylactery must be on the same plane as the lich for the spell to work. A lich's phylactery can hold only one creature at a time, and a *dispel magic* spell cast as a 9th-level spell upon the phylactery releases any creature imprisoned within it. A creature imprisoned in the phylactery for 24 hours is consumed and destroyed utterly, whereupon nothing short of divine intervention can restore it to life.

A lich that fails or forgets to maintain its body with sacrificed souls (at least one soul every ten days) begins to physically fall apart, becoming unable to recover hit points until a soul is fed to the phylactery and taking 10d10 radiant damage at the end of the tenth day. Such a lich might eventually become a demilich if it does not feed its phylactery for a year and a day.

Every phylactery has a unique weakness that allows it to be destroyed. Determine this weakness by rolling on the table below or choosing your own.

d10 The phylactery can be destroyed by

- | | |
|----|--|
| 1 | Casting it into an active volcano |
| 2 | Submerging it in holy water for 24 hours |
| 3 | Smashing it with a legendary weapon |
| 4 | Opening it with a specific key |
| 5 | Taking it to the upper planes |
| 6 | Solving a puzzle-lock on the item |
| 7 | Performing a 1-hour ritual known only to the creator |
| 8 | Reciting a secret passphrase |
| 9 | Playing it a certain song |
| 10 | Bathing it in the blood of a demon |

You otherwise retain the ability scores, class levels, features, traits, abilities, memories and proficiencies that you had in life. You can continue to gain class levels and learn new skills as normal.

TEMPORAL LOOP

Dark ritual transmutation

Casting Time: 1 week

Spellcasters: 1 of 17th level or higher

Range: Self (10-mile radius)

Components: V, S, M (Rare temporal crystal worth at least 10,000 gp, which the spell consumes)

Duration: Special

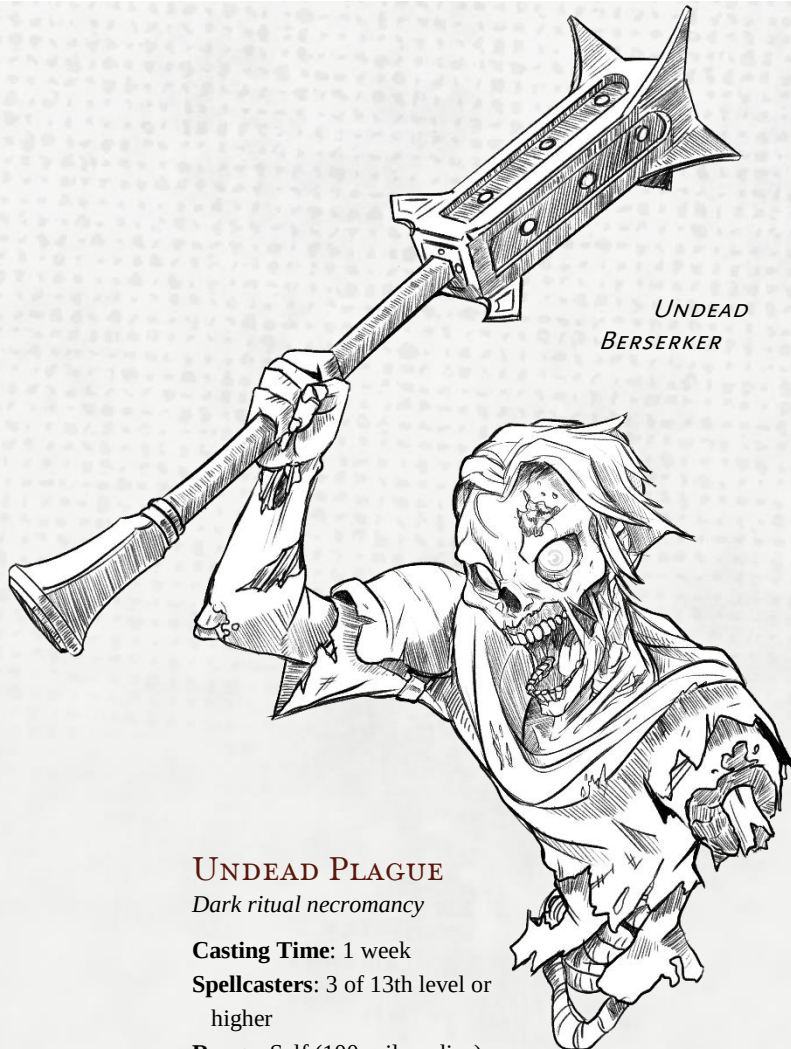
You twist the fabric of time into a torus, causing events to repeat indefinitely.

This spell requires 1 week of preparation to gather enough arcane energy to distort time, during which time you are expending the spell's material components. Once it is prepared, you can cast this spell as an action. If it is not cast within 1 week, it must be prepared again. During preparation, you must specify a circumstance that causes time to repeat or a circumstance that causes time to stop repeating.

When you cast this spell, time rewinds one hour, and events play out as normal within the area of the spell. When time reaches the present, time again rewinds. This hour of time continues repeating until you die or the specified circumstance causes time to stop repeating. Alternatively, time may only repeat if a circumstance you specified occurs.

Creatures within the area of the spell do not age when time rewinds, though other creatures outside the area of the spell continue to age normally. Creatures that die or are injured during the hour are restored to their original condition when time repeats. Spells, the uses of class features, magic item charges, and other abilities also restore to their original state when time repeats. Creatures other than you that are within the area of the spell when it is cast also forget the events of the hour, as well as the fact that time is looping, when times repeats.

The area affected by the spell is sealed off from the rest of the world by an invisible dome of force. No creature or object can exit the dome by any means short of a *wish* spell, though creatures can enter the dome at the beginning of a cycle using teleportation magic. Any creature that looks through the dome can see the area beyond, frozen in time at the moment the spell was cast. Time outside the dome continues as normal, even as time within the dome repeats.



UNDEAD PLAGUE

Dark ritual necromancy

Casting Time: 1 week

Spellcasters: 3 of 13th level or higher

Range: Self (100-mile radius)

Components: V, S, M (a sacrifice of 1,000 humanoid corpses, dead for less than 30 days, and 13 specially-carved rubies with a total value of 1,300 gp, which the spell consumes)

Duration: 1 year

By your curse, the dead rise from their graves, and those slain by undead also join their ranks. You and the other two spellcasters which cast this spell die and are reanimated instantly as zombies upon completing the ritual.

When you cast this spell, each humanoid corpse within the spell's area that died in the last 30 days becomes undead. These humanoids can't be returned to life by any means short of a *resurrection* or *wish* spell. Corpses animate into a randomly-selected or GM-selected ghast, ghoul, shadow, skeleton, wight, or zombie, based on how the individual lived their life and died.

For the spell's duration, those slain by the undead created by this spell also become undead 24 hours later, if not sooner returned to life.

This spell ends early if all undead created by this spell are slain. It also ends early if a special ritual requiring 1 hour, powdered rubies with a total value of 1,000 gp, and the corpses of the spellcasters which cast this spell, is conducted.

EREBUS

Erebus has many names: The Dark One, the Shadow Interminable, Firstborn of Chaos, and the Last Primordial. His appearance shall certainly spell doom for the world and bring a reckoning to the gods.

Firstborn of Chaos. From Chaos the world was born, and once again to Chaos shall it return.

Before the primeval gods laid the universe's foundations, a groundwork upon which they could shape and form the interminable Chaos, they devised a failsafe to ensure their success. Before all else, they drew forth Erebus, a being of unmaking, from the Chaos to unravel and destroy their creations. For the gods, in their infinite wisdom, realized that not even they could forge a perfect world on the first try – indeed, countless universes were created and discarded before the gods settled for the current one, with its particular compromises and imperfections. Erebus was the tool for erasure, made to consume flawed universes and return them to the Chaos so that the gods might try again.

Shadow Interminable. Erebus is absent in the universe today; the gods could not abide a being with the power to destroy them, and indeed, all of creation. Where Erebus has gone is another matter entirely. Most speculate that Erebus is in the Void, the plane between all other planes, devoid of existence; the destination of dead gods.

Occult scholars claim that Erebus is a vestige, a fragment persisting in Void, slumbering and waiting for the end of time. His sigil is that of great power to binders, but none can say if the vestige is Erebus itself.

But legends of the primordial gods paint a stranger picture – in ancient languages, the word Erebus means Darkness, and is used both as the name of the Dark One, and the name for the Void itself. This implies either the ancients saw no reason to distinguish between the two, or simply believed the two were one and the same.

Last Primordial. Erebus appears as a thing of nightmares, an embodiment of the Void itself. Hundreds of feet long and dozens wide, without appendages of any sort, Erebus most resembles a serpent or worm, though it is not always cylindrical down its length. It is always accompanied by a haunting drone, and a rush of winds surging toward it.

Its most striking characteristic, however, is its incredible maw. Occupying the entirety of what might otherwise be considered a face, Erebus's mouth is always open, ever-consuming, and lined with rows of sharp teeth. Even seeing

into it pushes the mind to its breaking point: inside is the deepest black, a strangely enticing Void, from which escapes no light. At its edges, space warps in strange ways, giving it the appearance that everything somehow is perched precariously, ready to fall into its gaping mouth.

Its outer skin – if it can be called that – is stretched relief of tortured faces, whose mouths are frozen in an eternal scream, exposing pinpoints of the abyss underneath. The skin, and its impressions of anguishing vestiges, appears to be paper-thin, but extraordinarily tough; there is nothing underneath it, for Erebus's true substance is the Void.



EREBUS

Gargantuan aberration (titan), chaotic evil

Armor Class 25 (natural armor)

Hit Points 553 (27d20 + 270)

Speed burrow 60 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	30 (+10)	14 (+2)	16 (+3)	12 (+1)

Saving Throws Int +14, Wis +16, Cha +12

Damage Immunities cold, fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses truesight 120 ft., passive Perception 17

Languages —

Challenge 30 (155,000 XP)

Legendary Resistance (3/Day). If Erebus fails a saving throw, it can choose to succeed instead.

Annihilator. Erebus obliterates any nonmagical object that touches it. If an object is larger than Erebus touches it, only parts of it within 5 feet of the point of contact are disintegrated. Any creature that directly touches it takes 8d10 force damage.

Magic Resistance. Erebus has advantage on saving throws against spells and other magical effects.

Limited Magic Immunity. When Erebus is targeted by a spell, roll a d4. On a 1, Erebus is unaffected.

Regeneration. Erebus regains 50 hit points at the start of its turn. If a *wish* spell is used to stop Erebus's regeneration, this trait doesn't function for 10 minutes. Erebus only dies if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. Erebus can use its Frightful Presence and its Doom Burst. It then makes four attacks using Deadlight. Erebus can either

gain advantage on two of its Deadlight attacks, or it can use its Obliterate ability.

Deadlight. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 27 (6d6 + 6) radiant damage.

Frightful Presence. Each creature of the Erebus's choice within 120 feet of it and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Erebus is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Erebus's Frightful Presence for the next 24 hours.

Doom Burst. Each creature within 60 feet of Erebus must make a DC 21 Constitution saving throw or take 39 (6d12) force damage and be knocked prone.

Obliterate. Erebus makes one melee attack (+13 to hit) against a target within 15 feet of it. On a hit, the target is restrained as it is pulled into Erebus's teeth, and risks plunging into the Void beyond. At the beginning of each of the creature's turns, it must make a DC 21 Dexterity saving throw or take 21 (6d6) necrotic damage. On a successful save, the creature escapes the teeth and is no longer restrained. If the creature falls unconscious or fails three successive saves, it falls to its death and is disintegrated in the Void. No means, short of a *wish* spell, can return to life a creature slain by this ability.

LEGENDARY ACTIONS

Erebus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Erebus regains spent legendary actions at the start of its turn.

Deadlight. Erebus makes one deadlight attack with advantage.

Move. Erebus moves up to half its movement speed.

Obliterate (Costs 2 Actions). Erebus uses its Obliterate ability against one a creature within 15 feet.

APPENDIX: EPIC BOONS

Though characters that achieve 20th level no longer gain class levels or other forms of advancement, they can gain special powers called Epic Boons, which are awarded by the GM. Each boon should represent a character's growth in some way, and should accompany an appropriately important moment, such as when a character completes a major quest, defeats a nemesis, or learns a crucial piece of information. Each boon can only be awarded to a player once, unless otherwise specified.

BOON OF ANATHEMA

Prerequisites: Ability to cast a spell that curses a target

Whenever you hit a target you have cursed with an attack, you deal an additional 1d6 fire damage. Additionally, any creature that has been cursed by you also has disadvantage on ability checks while cursed.

BOON OF ANCIENT LORE

Prerequisites: Spellcasting feature

You learn three spells of your choice from any class's spell list

BOON OF EVIL EYE

Prerequisite: Access to the spell bestow curse

You can now cast bestow curse as a bonus action. When you do so, it has a range of 90 feet.

BOON OF HEX MASTERY

Prerequisite: Hexes class feature

You learn an additional Hex of your choice. You can receive this boon multiple times.

BOON OF ILL FORTUNE

When a creature you can see rolls a natural 20 on an attack roll, saving throw or ability, you can use your reaction to change it into a natural 1. Once you use this ability, you must finish a short or long rest before using it again.

BOON OF THE JINX

Prerequisite: Ability to cast the bane spell

You can now cast the spell *bane* without expending a spell slot. Furthermore, hostile creatures have disadvantage on their saving throws against this spell when you cast it.

BOON OF PROFANITY

Prerequisites: Ability to cast at least one spell

When you speak a curse, you do so in a foul, inscrutable, forgotten language that cannot be understood by any mortal creature. Spells you cast that include a verbal component cannot be *counterspelled*, nor can they be ended early by the spells *remove curse* or *dispel magic*.

BOON OF SPITE

Prerequisites: Ability to cast a spell that curses a target

Whenever a curse you bestow on a target is ended, you can use your reaction to cause the target to take 4d6 necrotic damage.

BOON OF TORMENT

Prerequisite: Witch class

You gain a second Witch's Curse, in addition to the one you were afflicted with at 1st level.



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