

COMPLETE WITCH



The Definitive
Insidious, Cursed Class
by Mage Hand Press



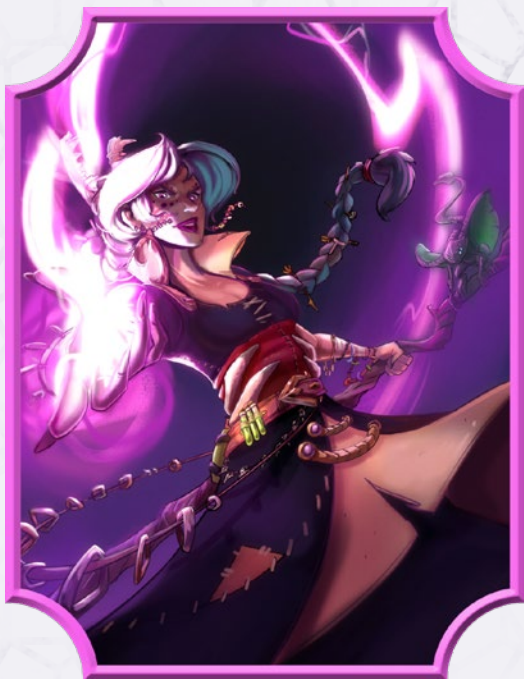
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ON THE COVER

Martin Kirby-Jackson illustrates an iconic witch and her grep familiar, Echo, placing a hex on you!

Disclaimer: Mage Hand Press is not responsible for any of the following curses and hexes: Curse of Big Head Mode, Affront of Alexes, The Presidential Election, Fear of Fireball, Gnomesbane, and The Kitten's Curse. If you are suffering from any of these hexes and/or curses, seek out a qualified witch doctor immediately!

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CORE WITCH TRAITS

Primary Ability	Charisma
Hit Point Die	D8 per Witch level
Saving Throw Proficiencies	Wisdom and Charisma
Skill Proficiencies	Choose 2: Arcana, Deception, Insight, Intimidation, Nature, Persuasion, Religion, Survival
Weapon Proficiencies	Simple weapons
Tool Proficiencies	Herbalism Kit
Armor Training	Light armor
Starting Equipment	Choose A or B: (A) Leather Armor, Sickle, 2 Daggers, Arcane Focus (orb), Explorer's Pack, and 5 GP; or (B) 50 GP

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 cackles loudly at what she sees.

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 grueling effort, they can warp this power into spells to wrack others with the same magic that plagues them.

PARIAHS AND OUTCASTS

Almost without exception, Witches are feared and hated. They are victims of a number of misconceptions relating them to hags and other evil creatures of the night. 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 relocate frequently, never residing in one place for too long.

FAMILIAR MASTERS

It is rare to find a Witch without their constant companion, the familiar. Though familiars might be conjured by other spellcasters as well, a Witch's familiar is ubiquitous to common folk for good reason. 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.

BECOMING A WITCH...

AS A LEVEL 1 CHARACTER

- Gain all of the traits in the Core Witch Traits table.
- Gain the Witch's level 1 features, which are listed in the Witch Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Witch Traits table: Hit Point Die, proficiency with the Herbalism Kit, and training with Light armor.
- Gain the Witch's level 1 features, which are listed in the Witch Features table. See the multiclassing rules to determine your available spell slots.



WITCH FEATURES														
Level	Proficiency		Hexes	Cantrips	Prepared Spells	—SPELL SLOTS PER SPELL LEVEL—								
	Bonus	Features				1	2	3	4	5	6	7	8	9
1	+2	Spellcasting, Witch's Curse, Hexes	2	2	2	2	—	—	—	—	—	—	—	—
2	+2	Cackle, Familiar	3	2	4	3	—	—	—	—	—	—	—	—
3	+2	Witch Subclass	3	2	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	3	3	7	4	3	—	—	—	—	—	—	—
5	+3	Insidious Spell	4	3	9	4	3	2	—	—	—	—	—	—
6	+3	Subclass feature	4	3	10	4	3	3	—	—	—	—	—	—
7	+3	Improved Familiar	4	3	11	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	4	3	12	4	3	3	2	—	—	—	—	—
9	+4	Hastened Hex	5	3	14	4	3	3	3	1	—	—	—	—
10	+4	Subclass feature	5	4	15	4	3	3	3	2	—	—	—	—
11	+4	Grand Hex	5	4	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	5	4	16	4	3	3	3	2	1	—	—	—
13	+5	Grand Hex	6	4	17	4	3	3	3	2	1	1	—	—
14	+5	Subclass feature	6	4	17	4	3	3	3	2	1	1	—	—
15	+5	Grand Hex	6	4	18	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	6	4	18	4	3	3	3	2	1	1	1	—
17	+6	Grand Hex	7	4	19	4	3	3	3	2	1	1	1	1
18	+6	Vengeful Curse	7	4	20	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	7	4	21	4	3	3	3	3	2	1	1	1
20	+6	Hexmaster	7	4	22	4	3	3	3	3	2	2	1	1

WITCH CLASS FEATURES

As a Witch, you gain the following class features when you reach the specified Witch levels. These features are listed in the Witch Features table.

LEVEL 1: 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. *Chill Touch* and *Minor Illusion* are recommended. You can choose Hexes when you pick Witch cantrips.

Whenever you gain a Witch level, you can replace one of your cantrips with another cantrip of your choice from the Witch spell list.

When you reach Witch levels 4 and 10, you learn another cantrip of your choice from the Witch spell list, as shown in the Cantrips column of the Witch Features table.

Spell Slots. The Witch Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 spells from the Witch spell list. *Hideous Laughter* and *Thunderwave* are recommended.

The number of spells on your list increases as you gain Witch levels, as shown in the Prepared Spells column of the Witch Features table. Whenever that number increases, choose additional spells from the Witch spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots.

If another Witch feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Witch spells for you.

Changing Your Prepared Spells. Whenever you gain a Witch level, you can replace one spell on your list with another Witch spell for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your Witch spells.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for your Witch spells.

LEVEL 1: WITCH'S CURSE

You are wracked by a terrible curse which infects your body and soul. Choose the form that this curse takes from the following options.

Burned. Your body has been scorched by arcane flames, leaving you with striking scars and embers burning under your skin. You have Resistance to Fire

damage, and you know the *Produce Flame* cantrip, which doesn't count against your number of cantrips known.

Drowned. Water fills your lungs, and yet you live. You can breathe underwater and have a Swim Speed equal to your Speed.

Feral. Through your curse, you have forgotten the manners and customs of civilization. You have proficiency in the Survival skill. Additionally, while you aren't wearing armor, your base Armor Class equals 13 plus your Dexterity modifier.

Hideous. Your appearance is ghastly to behold. You have proficiency in the Intimidation skill. When you roll Initiative, you can choose one creature you can see within 30 feet of yourself to scare. That creature must succeed on a Wisdom saving throw against your spell save DC or have the Frightened condition until the end of its turn.

Hollow. Your soul has been divorced from your body, trapping you in a limbo between life and death. Whenever you or your familiar reduces an enemy to 0 Hit Points, you gain Temporary Hit Points equal to your Charisma modifier + your Witch level (minimum of 1).

Infested. You are constantly followed by vermin, like insects and rats, which crawl on your skin and swarm in your wake. Beasts have Disadvantage on attacks against you. Additionally, you can command these pests as your own. At Witch level 2, you can choose the form of a **Swarm of Insects** or a **Swarm of Rats** for your familiar.

Loveless. You are cursed to never find true love. You have Immunity to the Charmed condition.

Possessed. Your soul is occupied by a foreign spirit that whispers magical secrets to you and sometimes tries to wrest away your consciousness. You can prepare an extra Witch spell. You can prepare another extra Witch spell when you reach Witch levels 3 (2 spells) and 5 (3 spells).

Starving. No matter how much you eat, food turns to ash in your mouth. Your curse nourishes you at the edge of starvation, and you are constantly wracked by pangs of hunger. Forgoing food and drink doesn't give you levels of Exhaustion. Additionally, you have Resistance to Poison damage and you have Advantage on saving throws you make to avoid or end the Poisoned condition.

Visions. You are cursed to have grimly accurate visions of the future, presaging the death of your friends, your family, and yourself. You gain a bonus to Initiative rolls equal to your Charisma modifier (minimum bonus of +1).

Whispers. Unseen voices murmur in your ears at all times. You have Telepathy with a range of 60 feet.

LEVEL 1: HEXES

You learn a number of powerful cantrips, known as Hexes, derived from the same insidious magic that cursed you.

You know two Hexes of your choice from the Witch spell list, which don't count against your number of cantrips known. *Hex: Misfortune* and *Hex: Ruin* are recommended. Whenever you gain a Witch level, you can replace one of your Hexes with another Hex of your choice from the Witch spell list. When you gain certain Witch levels, you gain more Hexes of your choice, as shown in the Hexes column of the Witch Features table.

LEVEL 2: CACKLE

You can take a Bonus Action to Cackle. When you do so, you extend the duration of one of your Hexes by 1 round, provided the target of the Hex is within the spell's range.

Not all Witches laugh maniacally when they Cackle, but all Cackles require a Verbal component, as if casting a spell. These range from mundane curses and insults, to the murmuring of dead languages and speaking backwards.

LEVEL 2: FAMILIAR

You always have the *Find Familiar* spell prepared, and you can cast it in 10 minutes without a spell slot or components. The spell is improved in the following ways when you cast it.

Expanded Options. You can choose one of the normal forms for your familiar or one of the following special forms: **Death Snail**,* **Flying Book**,* **Homunculus**, **Mock**,* **Moon Jelly**,* **Pet Rock**,* **Pseudodragon** (can't use its Sting), **Rag Doll**,* **Tin Soldier**,* and **Winter Wolf Pup**.* The statistics for creatures marked with an asterisk can be found in the Familiars section later in the class description.

Witch Familiar. The familiar's stat block is improved, as detailed in the Witch Familiar sidebar.

Synchronized Turns. Your familiar takes its turn immediately before or after your turn each round (your choice).

Quick Attack. Once per turn as an action or Bonus Action, you can command your familiar to take the Attack action (one attack only) on its turn.

Spell Channeling. When you cast a spell with a range other than Self on your turn, you can cast it as if you were in your familiar's space. The familiar must be within 100 feet of you, and it must take a Reaction to deliver the spell when you cast the spell as normal.

LEVEL 3: WITCH SUBCLASS

You gain a Witch subclass of your choice. A subclass is a specialization that grants you features at certain Witch levels. For the rest of your career, you gain each of your subclass's features that are of your Witch level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Witch levels 8, 12, and 16.

WITCH FAMILIAR

As a Witch, the stat block of a familiar you summon is improved in the following ways.

Hit Points. You add twice your Witch level to your familiar's Hit Point maximum.

Your Spell Attack Modifier. Your familiar can use your spell attack modifier for its attack rolls.

Your Saving Throw. If your familiar forces a creature to make a saving throw, it uses your spell save DC.

Your Proficiency Bonus. Your familiar adds your Proficiency Bonus to its AC, saving throws, and damage rolls.

LEVEL 5: INSIDIOUS SPELL

When a creature fails its saving throw against one of your Hexes, it has Disadvantage on saving throws it makes against your Witch spells before the end of your next turn. Similarly, if it fails its saving throw against one of your Witch spells, it has Disadvantage on saving throws it makes against your Hexes until the end of your next turn.

LEVEL 7: IMPROVED FAMILIAR

Your *Find Familiar* spell improves in the following ways.

Force Damage. Whenever your familiar deals damage with an attack, it can deal your choice of Force or its normal damage type.

Expanded Options. You can choose one of the following forms for your familiar: **Fright**,* **Grep**,* **Imp**, **Quasit**, **Sprite**, or **Yarn Golem**.* The statistics for creatures marked with an asterisk can be found in the Familiars section later in the class description.

LEVEL 9: HASTENED HEX

Once per turn when you cast a Hex as a Magic action, you can cast a Witch cantrip that isn't a Hex and has a casting time of an action as a part of that casting.

LEVEL 11: GRAND HEX

You have perfected deeply malevolent forms of magic. You gain one Grand Hex of your choice. You gain another Grand Hex when you reach Witch levels 13 (2 Grand Hexes), 15 (3 Grand Hexes), and 17 (4 Grand Hexes). Whenever you gain a Witch level, you can replace one of your Grand Hexes with another one. Grand Hexes are described in the "Grand Hex Options" section later on in the class's description.

LEVEL 18: VENGEFUL CURSE

When an enemy you can see within 60 feet of yourself deals damage that causes you or an ally you can see within 60 feet of yourself to become Bloodied, you can take a Reaction to curse the enemy. Until the end of your next turn, the cursed creature has Disadvantage on D20 Tests.

Once you use this feature, you can't use it again until you finish a Long Rest.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat or another feat of your choice for which you qualify.

LEVEL 20: HEXMASTER

You have mastered your foul magic. When you cast a Hex that requires a saving throw, you can cause one target to automatically fail.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest. You can also restore one use of it by expending a spell slot (no action required).

GRAND HEX OPTIONS

Grand Hex options appear in alphabetical order.

ABOMINABLE FAMILIAR

As a Magic action, you can shape-shift your familiar into an abominable monster. This transformation lasts for 1 hour or until your Concentration ends. Your familiar uses the **Abominable Familiar** stat block and retains none of the benefits of the Familiar feature, except for Spell Channeling and Synchronized Turns. On its turn, the familiar can use Multiattack.

Once you use this Grand Hex, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5+ spell slot (no action required).

CAULDRON

You can brew potions in a bubbling cauldron using ingredients scavenged from nature.

Alchemy Points. You have a pool of Alchemy Points equal to your Witch level which you use to brew potions. You regain all expended Alchemy Points when you finish a Long Rest.

Brewing Potions. You can spend 10 minutes and expend any number of Alchemy Points to brew potions, which can be done during a Short Rest. Potion options are detailed on the Cauldron Potions table. You can have a total number of potions at one time up to your Charisma modifier (minimum of 1). These potions retain potency until you finish a Long Rest, after which they become inert.

When you brew potions, you can also distill potions you have already brewed, destroying them and recovering the Alchemy Points expended to brew them, up to a maximum of your Witch level. You can expend these Alchemy Points immediately to brew new potions.

ABOMINABLE FAMILIAR

Large Monstrosity, Unaligned

AC 13 plus your Charisma modifier

HP 5 plus five times your Witch level (the familiar has a number of Hit Dice [d8s] equal to your Witch level)

Speed 40 ft., Climb 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	19	+4	+4	DEX	17	+3	+3	CON	18	+4	+4
INT	10	+0	+0	WIS	11	+0	+0	CHA	13	+1	+1

Immunities Charmed, Frightened

Senses Darkvision 60 ft.; Passive Perception 10

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

ACTIONS

Multiattack. The familiar two Rend attacks. When you reach Witch level 17, it makes three Rend attacks.

Rend. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d8 + 4 plus your Charisma modifier Force damage.

BONUS ACTIONS

Rampage. Immediately after dealing damage to a creature that is already Bloodied, the familiar moves up to half its Speed, and it makes one Rend attack.

CAULDRON POTIONS

Potion	Alchemy Points
<i>Philter of Love</i>	1
<i>Potion of Animal Friendship</i>	1
<i>Potion of Clairvoyance</i>	2
<i>Potion of Climbing</i>	1
<i>Potion of Diminution</i>	1
<i>Potion of Gaseous Form</i>	2
<i>Potion of Greater Healing</i>	2
<i>Potion of Growth</i>	2
<i>Potion of Healing</i>	1
<i>Potion of Invisibility</i>	2
<i>Potion of Mind Reading</i>	1
<i>Potion of Resistance</i>	1
<i>Potion of Water Breathing</i>	1

COVEN

You can induct others into your insidious coven.

Forming a Coven. By performing a special ritual over the course of 8 hours, which can be done during a Long Rest, you can intermingle your cursed magic with a willing creature which then enters into your coven. Your coven can have up to three members, including yourself.

Coven Range. A member of your coven only gains access to this feature's benefits if it is within 30 feet of another coven member.

Prepared Coven Spells. Coven members temporarily prepare the spells of the Coven Spells table, which don't count against the number of spells they can prepare. These spells must be a level for which a coven member has spell slots. A coven member that lacks the Spellcasting and Pact Magic features only prepares level 1 spells.

Shared Spell Slots. Coven members gain access to a shared pool of five spell slots—one of each level, from 1 to 5—which they can use to cast spells as normal. Expended spell slots are regained when all members of the coven finish a Long Rest.

Spellcasting Ability. A coven member uses its own spellcasting ability for Coven Spells. A coven member that lacks the Spellcasting and Pact Magic features chooses Intelligence, Wisdom, or Charisma for its spellcasting ability when it enters the coven.

COVEN SPELLS

Spell Level	Spells
1	<i>Bane, Hideous Laughter</i>
2	<i>Invisibility, Ray of Enfeeblement</i>
3	<i>Bestow Curse, Counterspell</i>
4	<i>Banishment, Polymorph</i>
5	<i>Contagion, Scrying</i>

MALE AND FEMALE WITCHES

Witches are commonly considered to be only female, but in reality, Witches can be any gender. This misconception stems from the fact that masculine Witches are often called "Hexers" or incorrectly deemed Warlocks by common folk.



DUAL HEX

When you cast a Hex as a Magic action, you can cast a second Hex or cast the original Hex a second time targeting a different creature as a part of the same action. Both Hexes must have a casting time of an action. When you Cackle, you extend the duration of both Hexes by 1 round.

Each target affected by your Hexes counts as being the sole target of your Hex for Insidious Spell and other Witch features.

FORCEFUL PERSONALITY

Your Charisma score increases by 2, and your maximum for this score increases to 22.

HYBRID

While your familiar is within 5 feet of yourself, you can meld with it as a Bonus Action, shape-shifting into a magical hybrid and gaining the following benefits. You remain shape-shifted for 1 minute or until you dismiss the transformation (no action required). When your transformation ends, your familiar reappears within 5 feet of yourself or in the nearest unoccupied space if that space is occupied. Once you use this Grand Hex, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5+ spell slot (no action required).

Temporary Hit Points. You gain Temporary Hit Points equal to your familiar's current Hit Points.

Armor Class. Your AC equals 10 plus your Dexterity and Charisma modifiers.

Natural Weapons. You can use your Charisma modifier instead of your Strength modifier for the attack and damage rolls of your Unarmed Strikes. When you deal damage with an Unarmed Strike, it deals 1d10 Force damage instead of the normal damage for your Unarmed Strike.

Extra Attack. You can attack twice instead of once when you take the Attack action on your turn.

Movement. You can use any Speed your familiar possesses.

POISON APPLE

As a Magic action, you can produce a magical apple out of thin air. You determine the apple's appearance, such as a ruby-red color or a crystalline skin. The apple shrivels and becomes nonmagical if it isn't eaten within 24 hours. Once you produce an apple, you can't produce another one until you finish a Long Rest.

Eating the Apple. You can take a Bonus Action to eat the apple, granting the following benefits.

Hit Points. You regain Hit Points equal to twice your Witch level plus your Charisma modifier.

Regain a Spell Slot. You regain an expended spell slot of level 5 or lower.

End Condition. You can remove one of the following conditions from yourself: Blinded, Deafened, Paralyzed (if the apple is fed to you as an action), or Poisoned.

Another Creature Eating the Apple. If a creature other than yourself eats the apple, it doesn't gain any benefits. Instead, it must succeed on a Wisdom saving throw against your spell save DC with Disadvantage or suffer the following effects.

Poisoned. The creature has the Poisoned condition for 24 hours.

Hit Point Loss. At the end of each hour while the creature has the Poisoned condition, it takes 4d8 Necrotic damage and its Hit Point maximum is reduced by an amount equal to the Necrotic damage taken. This damage ignores Resistance and Immunity. If this reduction causes the creature to drop to 0 Hit Points, the creature instead drops to 1 Hit Point and has the Unconscious condition, falling into a catatonic sleep for 1 year. A *Remove Curse* spell or similar magic can awaken this creature early.

POSSESSION

As a Magic action, your body becomes immaterial, and your spirit attempts to possess a Large or smaller creature you can see within 30 feet of you. The target must succeed on a Charisma saving throw against your spell save DC or be possessed for 1 hour. A creature that has a Challenge Rating greater than your Witch level automatically succeeds on its saving throw. A creature that succeeds its saving throw against your Possession is immune to your Possession for 24 hours.

When you possess a creature, you control it, but the target retains awareness. Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain your own class features and feats. If the target has any class levels, you can't use any of its class features.

When the Possession ends, you are ejected from the body and rematerialize within 5 feet of the target. The Possession ends early if the creature drops to 0 Hit Points or you choose to end it as a Magic action.

Once you use this Grand Hex, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 6+ spell slot (no action required).

WITCH'S BROOM

You can take a Magic action to enchant a mundane object—such as a broom, cauldron, or rug—with the power of flight. While holding this item, you have a Fly Speed of 60 feet. This object remains enchanted until you use this Grand Hex to enchant a different object.

WITCH'S HUT

You can perform a ritual over the course of 8 hours, which can be done during a Long Rest, to enchant a structure that fits within a 15-foot Cube, animating it as a Huge object, as per the *Animate Objects* spell. The structure walks using a pair of magical legs.

The entrance to the structure is linked to an extradimensional dwelling, as per the *Demiplane* spell. You can command the structure from inside this dwelling. If the structure is destroyed, the extradimensional dwelling is unharmed, but any creatures inside it are expelled into the unoccupied spaces nearest to the entrance.

As a Magic action, you can teleport the structure to an unoccupied space you can see within 60 feet of you. Once you teleport the structure, you can't do so again until you finish a Long Rest.

You can repeat the ritual to end the enchantment on your previous structure and enchant a new one.

WITCH SPELL LIST

This section presents the Witch spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. New spells are marked with an asterisk (*). In the Special column, C means the spell requires Concentration, R means it's a Ritual, and M means it requires a specific Material component.

CANTRIPS (LEVEL 0 WITCH SPELLS)

Spell	School	Special
<i>Acid Splash</i>	Evocation	—
<i>Candy Blast*</i>	Conjuration	—
<i>Chill Touch</i>	Necromancy	—
<i>Dancing Lights</i>	Illusion	C
<i>Eldritch Orb*</i>	Evocation	—
<i>Hex: Abate*</i>	Enchantment	—
<i>Hex: Apathy*</i>	Enchantment	—
<i>Hex: Bleeding*</i>	Necromancy	—
<i>Hex: Charm*</i>	Enchantment	—
<i>Hex: Disorient*</i>	Necromancy	—
<i>Hex: Doomward*</i>	Abjuration	—
<i>Hex: Duplicity*</i>	Illusion	—
<i>Hex: Evil Eye*</i>	Illusion	—
<i>Hex: Fortune*</i>	Divination	—
<i>Hex: Garble*</i>	Illusion	—
<i>Hex: Hobble*</i>	Transmutation	—
<i>Hex: Mire*</i>	Transmutation	—
<i>Hex: Misfortune*</i>	Divination	—
<i>Hex: Obfuscate*</i>	Transmutation	—
<i>Hex: Peacebond*</i>	Abjuration	—
<i>Hex: Pox*</i>	Necromancy	—
<i>Hex: Ruin*</i>	Necromancy	—
<i>Hex: Stupor*</i>	Enchantment	—
<i>Hex: Tremors*</i>	Transmutation	—
<i>Hex: Vanish*</i>	Illusion	—
<i>Hex: Ward*</i>	Abjuration	—
<i>Hocuspocus*</i>	Conjuration	—
<i>Mage Hand</i>	Conjuration	—
<i>Message</i>	Transmutation	—
<i>Minor Illusion</i>	Illusion	—
<i>Minor Lifesteal*</i>	Necromancy	—
<i>Prestidigitation</i>	Transmutation	—

<i>Scurry*</i>	Transmutation	—
<i>Shriek*</i>	Evocation	—
<i>Starry Wisp</i>	Evocation	—
<i>True Strike</i>	Divination	—

LEVEL 1 WITCH SPELLS

Spell	School	Special
<i>Accursed Act*</i>	Enchantment	C
<i>Animal Friendship</i>	Enchantment	—
<i>Arcane Anomaly*</i>	Abjuration	C
<i>Bane</i>	Enchantment	C
<i>Charm Person</i>	Enchantment	—
<i>Color Spray</i>	Illusion	—
<i>Comprehend Languages</i>	Divination	R
<i>Curse of Chains*</i>	Enchantment	C
<i>Curse Ward*</i>	Abjuration	—
<i>Detect Magic</i>	Divination	C, R
<i>Disguise Self</i>	Illusion	—
<i>Dissonant Whispers</i>	Enchantment	—
<i>Expeditious Retreat</i>	Transmutation	C
<i>Face Swap*</i>	Transmutation	R
<i>Faerie Fire</i>	Evocation	C
<i>Flawed Reconstruction*</i>	Transmutation	—
<i>Hex</i>	Enchantment	C
<i>Hideous Laughter</i>	Enchantment	C
<i>Hollowing Curse*</i>	Necromancy	C
<i>Prehensile Hair*</i>	Transmutation	R
<i>Protection from Evil and Good</i>	Abjuration	C, M
<i>Psychedelics*</i>	Illusion	—
<i>Ray of Sickness</i>	Necromancy	—
<i>Silent Image</i>	Illusion	C
<i>Sleep</i>	Enchantment	C
<i>Speak with Animals</i>	Divination	R
<i>Thunderwave</i>	Evocation	—
<i>Unseen Servant</i>	Conjuration	R

LEVEL 2 WITCH SPELLS

Spell	School	Special
<i>Animal Messenger</i>	Enchantment	R
<i>Augury</i>	Divination	R, M
<i>Blindness/Deafness</i>	Transmutation	—
<i>Calm Emotions</i>	Enchantment	C
<i>Curse of Blades*</i>	Enchantment	C
<i>Darkness</i>	Evocation	C
<i>Darkvision</i>	Transmutation	—

<i>Detect Thoughts</i>	Divination	C
<i>Enlarge/Reduce</i>	Transmutation	C
<i>Enthrall</i>	Enchantment	—
<i>Hold Person</i>	Enchantment	C
<i>Intrusive Thought*</i>	Enchantment	—
<i>Invisibility</i>	Illusion	C
<i>Knock</i>	Transmutation	—
<i>Levitate</i>	Transmutation	C
<i>Locate Object</i>	Divination	C
<i>Misty Step</i>	Conjuration	—
<i>Phantasmal Force</i>	Illusion	C
<i>Protect Threshold*</i>	Abjuration	R
<i>Ray of Enfeeblement</i>	Necromancy	C
<i>See Invisibility</i>	Divination	—
<i>Shatter</i>	Evocation	—
<i>Spider Climb</i>	Transmutation	C
<i>Suggestion</i>	Enchantment	C

LEVEL 3 WITCH SPELLS

Spell	School	Special
<i>Bestow Curse</i>	Necromancy	C
<i>Clairvoyance</i>	Divination	C, M
<i>Counterspell</i>	Abjuration	—
<i>Dispel Magic</i>	Abjuration	—
<i>Fear</i>	Illusion	C
<i>Fly</i>	Transmutation	C
<i>Hypnotic Pattern</i>	Illusion	C
<i>Magic Circle</i>	Abjuration	M
<i>Major Image</i>	Illusion	C
<i>Nondetection</i>	Abjuration	M
<i>Remove Curse</i>	Abjuration	—
<i>Restore Youth*</i>	Transmutation	R, M
<i>Ruby-Eye Curse*</i>	Necromancy	C
<i>Séance*</i>	Divination	M
<i>Sending</i>	Divination	—
<i>Slow</i>	Transmutation	C
<i>Speak with Dead</i>	Necromancy	—
<i>Speak with Plants</i>	Transmutation	—
<i>Stinking Cloud</i>	Conjuration	C
<i>Tongues</i>	Divination	—

LEVEL 4 WITCH SPELLS

Spell	School	Special
<i>Arcane Eye</i>	Divination	C
<i>Banishment</i>	Abjuration	C
<i>Black Tentacles</i>	Conjuration	C
<i>Charm Monster</i>	Enchantment	—
<i>Compulsion</i>	Enchantment	C
<i>Confusion</i>	Enchantment	C
<i>Curse of Aging*</i>	Transmutation	—
<i>Dimension Door</i>	Conjuration	—
<i>Dominate Beast</i>	Enchantment	C
<i>Gahoul's Scapegoat*</i>	Abjuration	—
<i>Greater Invisibility</i>	Illusion	C
<i>Hallucinatory Terrain</i>	Illusion	—
<i>Locate Creature</i>	Divination	C
<i>Mandy's Enchanted Carriage*</i>	Transmutation	—
<i>Mandy's Feral Follower*</i>	Transmutation	—
<i>Mandy's Marvelous Dress*</i>	Conjuration	M
<i>Phantasmal Killer</i>	Illusion	C
<i>Polymorph</i>	Transmutation	C
<i>Soul Effigy*</i>	Necromancy	R

LEVEL 5 WITCH SPELLS

Spell	School	Special
<i>Awaken</i>	Transmutation	M
<i>Contagion</i>	Necromancy	—
<i>Curse Object*</i>	Transmutation	R, M
<i>Dispel Evil and Good</i>	Abjuration	C
<i>Dominate Person</i>	Enchantment	C
<i>Dream</i>	Illusion	—
<i>Geas</i>	Enchantment	—
<i>Hold Monster</i>	Enchantment	C
<i>Insect Plague</i>	Conjuration	C
<i>Mislead</i>	Illusion	C
<i>Modify Memory</i>	Enchantment	C
<i>Pharaoh's Curse*</i>	Necromancy	—
<i>Planar Binding</i>	Abjuration	M
<i>Scrying</i>	Divination	C, M
<i>Seeming</i>	Illusion	—
<i>Telekinesis</i>	Transmutation	C

LEVEL 6 WITCH SPELLS

Spell	School	Special
<i>Corruption Curse*</i>	Necromancy	C
<i>Demand*</i>	Enchantment	C
<i>Elemental Curse*</i>	Evocation	C
<i>Eyebite</i>	Necromancy	C
<i>Flesh to Stone</i>	Transmutation	C
<i>Frenzy*</i>	Enchantment	C
<i>Mass Suggestion</i>	Enchantment	—
<i>Programmed Illusion</i>	Illusion	M
<i>True Seeing</i>	Divination	M

LEVEL 7 WITCH SPELLS

Spell	School	Special
<i>Curse of Binding*</i>	Enchantment	R
<i>Etherealness</i>	Conjuration	—
<i>Mirage Arcane</i>	Illusion	—
<i>Plane Shift</i>	Conjuration	M
<i>Project Image</i>	Illusion	C, M
<i>Sequester</i>	Transmutation	M
<i>Symbol</i>	Abjuration	M
<i>Teleport</i>	Conjuration	—

LEVEL 8 WITCH SPELLS

Spell	School	Special
<i>Antipathy/Sympathy</i>	Enchantment	—
<i>Befuddlement</i>	Enchantment	—
<i>Dominate Monster</i>	Enchantment	C
<i>Glibness</i>	Transmutation	—
<i>Mind Blank</i>	Abjuration	—
<i>Power Word Stun</i>	Enchantment	—

LEVEL 9 WITCH SPELLS

Spell	School	Special
<i>Astral Projection</i>	Necromancy	M
<i>Foresight</i>	Divination	—
<i>Identity Curse*</i>	Enchantment	—
<i>Imprisonment</i>	Abjuration	M
<i>Secret Enclave*</i>	Conjuration	—
<i>True Polymorph</i>	Transmutation	C
<i>Weird</i>	Illusion	C

WITCH SUBCLASSES

A Witch subclass is a specialization that grants you features at certain levels, as specified in the subclass.

BLACK MAGIC

Wield the Dark Arts

Black magic is associated with Hexes that cause suffering and spells that give rise to undeath. Harnessing such magic 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.

LEVEL 3: BLACK MAGIC SPELLS

When you reach a Witch level specified in the Black Magic Spells table, you thereafter always have the listed spells prepared. New spells are marked with an asterisk (*).

BLACK MAGIC SPELLS

Witch Level	Spells
3	<i>Exhume*</i> , <i>Gentle Repose</i> , <i>Hex: Decay*</i> , <i>Inflict Wounds</i> , <i>Ray of Enfeeblement</i>
5	<i>Animate Dead</i> , <i>Vampiric Touch</i>
7	<i>Blight</i> , <i>Death Ward</i>
9	<i>Cloudkill</i> , <i>Contagion</i>

LEVEL 3: DECAY

You gain the *Hex: Decay* cantrip, as follows. This cantrip is exclusive to this subclass.

Hex: Decay

Necromancy Cantrip (Witch: Black Magic Subclass)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 round

One creature you can see within range must succeed on a Constitution saving throw or take 1d6 Necrotic damage. This damage ignores Resistance and Immunity. The creature takes this damage again at the end of each of its turns. The spell ends at the end of your next turn.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

LEVEL 6: UNDEATH COMMAND

Your authority over Undead grants you the following benefits.

Quick Command. When you take a Bonus Action to command your familiar, you can use the same Bonus Action to issue a command to any Undead you control via the *Animate Dead* spell or similar magic.

Undead Familiar. Undead you control via the *Animate Dead* spell gain the benefits of the Witch Familiar sidebar.

LEVEL 10: LIFE TETHER

When you take damage from a creature you can see within 60 feet, you can take a Reaction to transfer some of that damage to a creature that is the sole target of your

Hex. You take half the damage (round down) and the hexed creature takes the remaining damage.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by expending a level 2+ spell slot (no action required).

LEVEL 14: GRIM SACRIFICE

If your familiar is within 60 feet of yourself, you can take a Magic action to dissolve its magical bond to this plane. Your familiar drops to 0 Hit Points and unleashes necromantic energy in a 20-foot Emanation. Each creature you choose within the Emanation makes a Dexterity saving throw against your spell save DC. A creature takes 8d10 Necrotic damage on a failed save, or half as much damage on a successful one.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by expending a level 6+ spell slot (no action required).

BLOOD MAGIC

Fuel Your Curses with Blood

Forbidden by most Witch covens, Blood Magic centers on the use of dark spells and Hexes that draw from the spellcaster's life essence. It is fundamentally more perilous than other Witch crafts, but its many risks come with copious rewards.

LEVEL 3: BLOOD SPELLS

When you reach a Witch level specified in the Blood Spells table, you thereafter always have the listed spells prepared. New spells are marked with an asterisk (*).

BLOOD SPELLS

Witch Level Spells

3	<i>Acid Arrow, Hex: Blood Curse*, Hold Person, Inflict Wounds, Hollowing Curse*</i>
5	<i>Ruby-Eye Curse*, Vampiric Touch</i>
7	<i>Blight, Dominate Beast</i>
9	<i>Cloudkill, Dominate Person</i>

LEVEL 3: BLOOD CURSE

You gain the *Hex: Blood Curse* cantrip, as follows. This cantrip is exclusive to this subclass.

Hex: Blood Curse

Transmutation Cantrip (Witch: Blood Magic Subclass)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 round

A creature you can see within range becomes cursed until the spell ends at the end of your next turn. If the target takes damage while cursed and has fewer than 5 Hit Points after taking damage, it drops to 0 Hit Point.

Cantrip Upgrade. The threshold of Hit Points under which the target drops to 0 Hit Points increases by 5 when you reach levels 5 (10 Hit Points), 11 (15 Hit Points), and 17 (20 Hit Points).

WITCH SUBCLASSES	
Name	Description
Black Magic	Practices the necromantic arts and wields dark spells of suffering
Blood Magic	Lays terrible curses and draws power from blood sacrifices
Blue Magic	Absorbs and duplicates spells and magical effects
Fragrant Magic	Conjures an array of smokes to choke foes and enchant allies
Gingerbread Magic	Conjures gingerbread familiars and transmutes objects into candy
Green Magic	Practices magic associated with plants, animals, and the natural world
Lunar Magic	Channels the light and magic of the moon into a weapon
Purple Magic	Wields illusions and enchantments in equal measure
Red Magic	A destructive spellcaster wielding magic that ruins and burns
Sky Magic	Soars through the sky with magical agility
Steel Magic	Melds swordsmanship with wicked hexes
Tea Magic	A peaceful witch that practices tea ceremonies and divination
Technicolor Magic	Makes friends with just about everyone they meet
White Magic	A natural healer and practitioner of restorative magic

LEVEL 3: NOVICE HEMOMANCY

You can use a drop of blood in place of a spell's Material components if those materials aren't consumed by the spell and don't have a cost specified.

LEVEL 3: ARCANES BLOODLETTERING

When you cast a spell that has a casting time of an action, you can choose to take 5 Necrotic damage to change the casting time to a Bonus Action for this casting. This damage ignores your Resistance and Immunity, and bypasses your Temporary Hit Points.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a Long Rest.

LEVEL 6: DEATHSEEKER

You can detect the location of each creature within 60 feet of you that is missing any of its Hit Points and you can see such a creature if it has the Invisible condition. Additionally, you have Advantage on ability checks you make to track any creature that you or your familiar has damaged within the last 24 hours.

LEVEL 10: HEMOMANTIC RECOVERY

When you finish a Short Rest, you can perform a blood ritual to expend Hit Dice and recover expended level 1–5 spell slots. The cost for each spell slot is given on the Hemomantic Recovery table.

Once you use this feature, you can't do so again until you finish a Long Rest.

HEMOMANTIC RECOVERY

Spell Level	Hit Dice
1	2
2	3
3	5
4	6
5	7

LEVEL 14: SANGUINE

When you cast a spell with a spell slot that deals damage to a creature that is the sole target of your Hex, you can choose to sacrifice your blood for power. You take 5 or more Necrotic damage and the target takes an extra 1d8 Necrotic damage for every 5 Necrotic damage you took, to a maximum of 6d8 Necrotic damage. This damage ignores your Resistance and Immunity, and bypasses your Temporary Hit Points.

BLUE MAGIC

Copy Any Spell That Affects You

Compared to all other Witch's crafts, Blue Magic is unique, in that it reflects the essence of magic itself. Witches that specialize in Blue Magic absorb the energy of spells that affect them and let the arcana imprint upon their souls.

LEVEL 3: BLUE MAGIC DUPLICATION

You learn spells through experience. When a spell of level 1+ targets you or you are in the area of a spell's effect, you can take a Reaction to absorb some of that spell's energy. You always have that spell prepared. You can't use this feature to prepare a spell that had no effect on you, even if it forced you to make a saving throw against it.

You can only prepare a spell if it is of a level for which you have spell slots. You can prepare two spells of each level, from level 1–5, for a total of 10 spells prepared. When you prepare a new spell, you can replace a spell of the same level you have prepared with this feature.

LEVEL 3: ARCANES AWARENESS

You always have the *Detect Magic* spell prepared and can cast it without a spell slot. Additionally, while this spell is active, you can take a Bonus Action to examine a creature you can see within 60 feet of yourself and determine if it can cast spells.

LEVEL 6: TURQUOISE EFFICIENCY

You have greater mastery over spells you have prepared, granting you the following benefits.

Prepared Advantage. You have Advantage on saving throws you make against any spell that you have prepared.

Siphon Spell. If you succeed on a saving throw against a spell that you have prepared that is cast by another creature, you can regain an expended spell slot of the same level. Once you regain a spell slot with this feature, you can't do so again until you finish a Long Rest.

LEVEL 10: COPYCAT

You can copy a creature's skills, in addition to its magic. When you see a creature within 60 feet of yourself makes an ability check using a skill or a saving throw in which it has proficiency, you can take a Reaction to duplicate that proficiency. Until you finish a Long Rest, you have proficiency in that skill or saving throw and can use the creature's bonus whenever you make that roll.

LEVEL 14: CERULEAN REFLECTION

When a creature casts a spell that forces you to make a saving throw to avoid damage, you can take a Reaction to attempt to redirect some of the spell's energy to a new target. If you succeed on your saving throw against the spell, choose another creature you can see within the

TRUE BLUE VARIANT

"True" Blue Magic Witches abandon the ability to prepare spells entirely. This variant allows a character to be fully shaped by their experiences and duplicate spells up to level 9.

True Blue Witches don't prepare additional spells after Witch level 1. Instead, each new spell must be prepared through Blue Magic Duplication.

As normal, a True Blue can't prepare more spells than listed in the Prepared Spells column of the Witch Features table. This number of prepared spells is increased by 4 at Witch level 3 (+4), and by 2 at Witch levels 5 (+6), 7 (+8), and 9 (+10).

spell's range or up to 30 feet away from you, whichever is closer, to make a saving throw against the spell, using your spell save DC. The chosen creature can be the original spellcaster. On a failed save, the creature suffers the effects of the spell as if you had cast the spell and it had been the original target or been within the area of the spell.

You can use this feature and Blue Magic Duplication as a part of the same Reaction.

Once you use this feature, you can't use it again until you finish a Long Rest.

FRAGRANT MAGIC

Choke Foes and Enchant Allies

Magic based on the swirling smoke of strong-smelling herbs has been practiced since the time of ancient elves. Today, the discipline, a mix of aromatherapy and mystical arcana, is kept alive by the so-called "perfumed Witches", who can purify the body and still the mind with their collection of fragrances and herbal smokes. Their Fragrant Magic, however, is not always evident. Sometimes, it would appear their magic is more about relaxation and meditation, while other times, they summon foul clouds that disorientate and kill.

LEVEL 3: FRAGRANT SPELLS

When you reach a Witch level specified in the Fragrant Spells table, you thereafter always have the listed spells prepared.

FRAGRANT SPELLS

Witch Level Spells

3	<i>Calm Emotions, Color Spray, Enhance Ability, Fog Cloud, Prestidigitation</i>
5	<i>Gaseous Form, Stinking Cloud</i>
7	<i>Compulsion, Hallucinatory Terrain</i>
9	<i>Cloudkill, Hallow</i>

LEVEL 3: FRAGRANT AURA

As a Magic action, you can create a 30-foot Emanation of fragrance, which lasts for 1 minute, until you use this feature again to choose a different effect, or you dismiss it (no action required). You choose the type of fragrance from the following options. Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by expending a spell slot (no action required).

Frankincense. Each creature you choose in the Emanation has Advantage on Wisdom checks and saving throws.

Smelling Salts. Each Unconscious creature you choose in the Emanation awakens if it has at least 1 Hit Point. Additionally, each creature in the Emanation has Advantage on saving throws it makes to avoid or end the Charmed condition and can't be magically put to sleep.

Sulfur. Each creature you choose in the Emanation has Disadvantage on Constitution checks and saving throws.

LEVEL 3: SMOKE RINGS

Whenever you create smoke, such as when you burn herbs or incense or cast *Fog Cloud*, you can shape it in any manner you choose.

LEVEL 6: AROMAMANCY

You can manipulate your magical fragrances to alter your magic, granting you the following benefits.

Incense Casting. When you cast a Witch spell, you can burn a stick of incense to cast it without spell components. A Witch spell you cast in this way can't be affected by Counterspell. If the spell requires Material components that have a cost specified in the spell, you must burn incense of equal value. A block of incense is worth 2 GP and contains 10 sticks of incense, each worth 2 SP.

Perfumed Charisma. You can expend a spell slot as a Magic action to create and apply a magical perfume to yourself. For 1 hour, you have Advantage on all Charisma checks made to influence a creature within 5 feet of yourself.

LEVEL 10: DIZZYING FOG

As a Magic action, you can release a cloud of multi-hued smoke in a 20-foot Emanation. Each creature you choose within the Emanation must succeed on a Wisdom saving throw against your spell save DC or have the Poisoned condition for 1 minute. At the end of each of its turns, a Poisoned creature repeats the save, ending the effect on itself on a success.

Once you use this feature, you can't use it again until you finish a Short or Long Rest.

LEVEL 14: OLFACTORY AURA

You are constantly surrounded by a flowery fog in a 30-foot Emanation. Whenever an ally within the Emanation makes a D20 Test, it can add a d4 to the roll.

GINGERBREAD MAGIC

Live in a Candyland

Witches that learn the fine details of Gingerbread Magic become masters in all things confectionery. Some Witches, particularly those with a sweet tooth, use their magic to delight others. Evil gingerbread Witches, by contrast, have a penchant for cruelty, and use their delectable powers to tempt others into traps or transform valuables into sweet treats.

LEVEL 3: GINGERBREAD SPELLS

When you reach a Witch level specified in the Gingerbread Spells table, you thereafter always have the listed spells prepared. New spells are marked with an asterisk (*).

GINGERBREAD SPELLS

Witch Level Spells

3	<i>Arcane Lock, Enhance Ability, Hex: Sweet Tooth,* Hideous Laughter, Sleep</i>
5	<i>Create Food and Water, Tiny Hut</i>
7	<i>Confusion, Hallucinatory Terrain</i>
9	<i>Animate Objects, Dream</i>

LEVEL 3: SWEET TOOTH

You gain the *Hex: Sweet Tooth* cantrip, as follows. This cantrip is exclusive to this subclass.

Hex: Sweet Tooth

Transmutation Cantrip (Witch: Gingerbread Magic Subclass)

Casting Time: Action

Range: Touch

Components: V, S

Duration: 1 round

You touch a nonmagical object within range that isn't being worn or carried and that can fit within a 1-foot Cube. It transforms into an edible candy replica. You choose the type of candy it is made out of, such as gingerbread, candy cane, licorice, or a combination of various candies. If the candy is not eaten or destroyed when the spell ends at the end of your next turn, it reverts to its original material. Once the spell ends on a target, it is immune to this spell for 1 minute.

LEVEL 3: GINGERBREAD FAMILIAR

When you summon your familiar, you can conjure a version of it made from gingerbread. It gains the following benefits:

Blindsight. Your familiar has Blindsight with a range of 10 feet.

Distracting Aroma. An enemy within 5 feet of the familiar that can see and smell it has Disadvantage on attack rolls against creatures other than it.

Fragile. Your familiar only adds your Witch level, instead of twice your Witch level, to its Hit Point maximum.

LEVEL 6: SUGAR RUSH

As a Bonus Action, you can give an ally you touch a burst of quickly-fading energy. The ally can take the Dash action or Disengage action as a Bonus Action on its next turn.

LEVEL 10: SUGAR-COAT

When a creature that you can see hits you with an attack roll using a weapon, you can take a Reaction to transform its weapon into a harmless duplicate made of candy. You choose the type of candy it is made out of, whether it be marshmallow, cotton candy, or gingerbread. You take no damage from the attack. The weapon remains transformed and unable to deal damage until the end of the attacker's turn. The attacker can make attacks using other weapons or Unarmed Strikes as normal.

Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 3+ spell slot (no action required).

LEVEL 14: CANDY LAND

As a Magic action, you can transform an area into a field of confectionary delights. Choose a point you can see within 120 feet. For 1 minute, a 30-foot-radius Sphere of magic centered on that point transforms every nonmagical object entirely within the area that isn't being worn or carried into an edible candy replica. Structures become gingerbread houses, trees are made of chocolate, and so on. The GM decides the type of candy into which objects are transformed. Candy objects have no damage threshold and Vulnerability to all damage. A candy object reverts to its original material at the end of the duration or if it leaves the Sphere, unless it is eaten.

The Sphere lasts for 1 minute, until you have the Incapacitated condition, or if you dismiss it (no action required).

Additionally, everything inside the Sphere appears to be joyous and colorful. Whenever you or an ally starts its turn inside the Sphere, it regains 10 Hit Points. A creature doesn't gain this benefit if it has 0 Hit Points.

Once you use this feature, you can't use it again until you finish a Long Rest.



GREEN MAGIC

Wield Nature and an Empowered Familiar

Plants, nature, and things that grow are the domain of Green Magic. Normally a branch of arcana championed by Druids, some Witches have a close tie to the powers of Green Magic and can coax plants and animals to do their bidding.

LEVEL 3: GREEN MAGIC SPELLS

When you reach a Witch level specified in the Green Magic Spells table, you thereafter always have the listed spells prepared.

GREEN MAGIC SPELLS

Witch Level	Spells
3	<i>Barkskin, Druidcraft, Entangle, Locate Animals or Plants, Speak with Animals</i>
5	<i>Plant Growth, Speak with Plants</i>
7	<i>Dominate Beast, Stoneskin</i>
9	<i>Awaken, Tree Stride</i>

LEVEL 3: ELDER TONGUE

You can cast *Speak with Animals* without a spell slot.

LEVEL 3: PRIMAL ALLY

You add three times your Witch level, instead of twice your Witch level, to your familiar's Hit Point maximum.

LEVEL 6: TWIN FAMILIAR

When you summon your familiar, you can divide its spirit into two bodies. When summoned in this way, your familiar is two identical creatures that share a single pool of Hit Points. Your twin familiars act on subsequent turns. You can use your Quick Attack twice on the same turn, using an action to command one twin and a Bonus Action to command the other. A spell or feature that targets or dismisses your familiar affects both twins.

LEVEL 10: VITAL NOURISHMENT

You exude an aura of Green Magic that restores and reinvigorates life around you. When you finish a Long Rest, plant life within 120 feet of where you finished your Long Rest grows as if a month had passed with abundant food, water, and other necessities. If the plants would produce fruits, berries, or vegetables, the plants grow enough food to feed six creatures for one day.

Additionally, choose up to six creatures you can see at the end of the rest. Those creatures each gain Temporary Hit Points equal to your Witch level + your Charisma modifier. You can also end one of the following conditions affecting each creature: Blinded, Deafened, Paralyzed, or Poisoned.

LEVEL 14: SACRIFICIAL FAMILIAR

Whenever you are targeted by an attack while your familiar is within 5 feet of you, you can take a Reaction to command it to dive in the way of the attack, causing the attack to target your familiar instead.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a Long Rest.



LUNAR MAGIC

Conjure the Magic of the Moon

The moon is a potent symbol for many Witches—especially those who practice their craft 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, mercurial, and formidable.

LEVEL 3: LUNAR SPELLS

When you reach a Witch level specified in the Lunar Spells table, you thereafter always have the listed spells prepared.

LUNAR SPELLS

Witch Level	Spells
3	<i>Bane, Darkness, Moonbeam, Sleep, Starry Wisp</i>
5	<i>Fear, Nondetection</i>
7	<i>Control Water, Phantasmal Killer</i>
9	<i>Dream, Mislead</i>

LEVEL 3: MOONSIGHT

You gain Darkvision with a range of 60 feet. If you already have Darkvision when you gain this feature, its range increases by 60 feet.

LEVEL 3: HEXLIGHT

You can cast *Moonbeam* once without a spell slot, and you regain the ability to cast it in this way when you finish a Long Rest.

Whenever you start casting the spell, you can modify it so that the spell's duration becomes 1 round, ending at the end of your next turn. When you Cackle, the spell's duration extends by 1 round, up to a maximum of 1 minute, and you can use the spell's Magic action to move the beam as a part of the same Bonus Action.

LEVEL 6: COVER OF DARKNESS

You and your familiar can attempt to hide when Lightly Obscured. Additionally, you can add your Charisma modifier to any Dexterity (Stealth) check you make as a part of the Hide action (minimum bonus of +1).

LEVEL 10: BLESSING OF THE MOON

When you finish a Long Rest, you gain a blessing based on a phase of the moon. You can choose the blessing of any moon phase, and the blessing is empowered if it's the moon's current phase. The GM determines the current phase, or determines it randomly on the Moon Phases table. You can use the benefit of your blessing once and regain the ability to do so when you finish a Long Rest. You can also restore your use of it by expending a level 2+ spell slot (no action required).

MOON PHASES

Each phase of the moon lasts approximately 10 days, but this duration might vary in different campaign settings, as determined by the GM.

1d6	Moon Phase
1–2	Crescent Moon
3–4	Full Moon
5–6	New Moon

Crescent Moon. When an enemy you can see within 30 feet of you moves, you can take a Reaction to teleport up to 30 feet to an unoccupied space you can see. If the moon is currently a crescent moon, you can teleport up to 60 feet.

Full Moon. When you fail a saving throw, you can take a Reaction to reroll it with a bonus equal to your half your Witch level (round down). You must use the new roll. If the moon is currently a full moon, you add your Witch level, instead of half your Witch level, to the roll.

New Moon. When a creature you can see hits you with an attack roll, you can take a Reaction to impose a –5 penalty to the roll, potentially causing the attack to miss you. If the moon is currently a new moon, you impose a –10 penalty to the attack roll.

LEVEL 14: BLOOD MOON BEAM

Whenever you cast *Moonbeam*, the spell creates a 10-foot-radius Cylinder. If you reduce an enemy to 0 Hit Points using the spell, the area expands to a 15-foot-radius Cylinder for the duration of the spell.

PURPLE MAGIC

Enchant and Beguile Your Foes

Purple Magic holds sway over the domains of illusions and enchantments that take hold over people's minds, as well as anything that is not quite as it seems. Practitioners of this craft are puppet masters, shaping the apparent reality around them with the ease of a marionette.

LEVEL 3: PURPLE MAGIC SPELLS

When you reach a Witch level specified in the Purple Magic Spells table, you thereafter always have the listed spells prepared. New spells are marked with an asterisk (*).

PURPLE MAGIC SPELLS

Witch Level	Spells
3	<i>Disguise Self, Hex: Hallucination,* Invisibility, Silent Image, Suggestion</i>
5	<i>Hypnotic Pattern, Major Image</i>
7	<i>Confusion, Private Sanctum</i>
9	<i>Modify Memory, Seeming</i>

LEVEL 3: HALLUCINATION

You gain the *Hex: Hallucination* cantrip, as follows. This cantrip is exclusive to this subclass.

Hex: Hallucination

Enchantment Cantrip (Witch: Purple Magic Subclass)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 round

One creature you can see within range must succeed on a Wisdom saving throw or suffer from hallucinations until the spell ends at the end of your next turn. Whenever a hallucinating target makes a D20 Test, you can take a Reaction to give the roll Disadvantage.

LEVEL 6: FALSE AUTHORITY

When you cast *Disguise Self*, you can modify it so that you appear as a figure of authority to anyone who sees you. You don't choose your appearance; rather, your appearance varies from observer to another. For example, a blacksmith might see you as a guild master, whereas a soldier might see you as a captain.

LEVEL 10: DECEITFUL TRANSPOSITION

You can take a Bonus Action to create an illusory disguise over two creatures within 60 feet of yourself, making it seem as if they have teleported and switched places. The disguise extends to the target's voices, sounds, smells, etc. Disguised creatures don't perceive any part of the illusion.

A creature can take a Study action to examine a magically disguised creature and make an Intelligence (Investigation) check against your spell save DC. On a success, the creature can see both illusory creatures for what they are.

This illusion lasts until the end of your next turn, and it ends early if either disguised creature takes an action that the other can't take (such as casting a spell), if you have the Incapacitated condition, or if you dismiss it (no action required).

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a Long Rest.

LEVEL 14: WAKING NIGHTMARE

You can warp everything a creature sees into a hellscape full of terrible creatures. When a creature fails its saving throw against your *Hex: Hallucination* cantrip, you can further distort its mind. The creature has the Frenzied condition. A creature with the Frenzied condition loses the ability to distinguish between friend and foe, regarding all creatures it can see as enemies. While Frenzied, the creature chooses the targets for its attacks, spells, and abilities randomly from among the creatures it can see within range, and it must make an Opportunity Attack if any creature provokes one. The Frenzied condition ends after 1 minute, or when the spell ends.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by expending a level 2+ spell slot (no action required).

RED MAGIC

Lay Your Foes to Waste with Arcane Fury

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

LEVEL 3: RED MAGIC SPELLS

When you reach a Witch level specified in the Red Magic Spells table, you thereafter always have the listed spells prepared. New spells are marked with an asterisk (*).

RED MAGIC SPELLS

Witch Level Spells

3	<i>Burning Hands, Dragon's Breath, Hex: Imperil,* Magic Missile, Scorching Ray</i>
5	<i>Fireball, Protection From Energy</i>
7	<i>Ice Storm, Wall of Fire</i>
9	<i>Cone of Cold, Telekinesis</i>

LEVEL 3: IMPERIL

You gain the *Hex: Imperil* cantrip, as follows. This cantrip is exclusive to this subclass.

Hex: Imperil

Transmutation Cantrip (Witch: Red Magic Subclass)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 round

You gesture at a creature you can see within range and choose a damage type. The creature must succeed on a Constitution saving throw or lose Resistance to that damage type, if it has Resistance to it. If it has Immunity to that damage type, it instead has Resistance to it. The spell ends at the end of your next turn.

LEVEL 6: CONVOLUTE ENERGY

When a creature you can see within 60 feet of yourself deals Acid, Cold, Fire, Lightning, or Thunder damage to one or more creatures, you can change that damage type to one of the other listed types (no action required).

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a Long Rest.

LEVEL 10: INVULNERABILITY

When a creature that you can see hits you with an attack, you can take a Reaction to reduce the damage you take from the attack by 50, to a minimum of 0.

Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 4+ spell slot (no action required).

LEVEL 14: ELEMENTAL ANNIHILATION

When you cast a level 1+ Witch spell that deals Acid, Cold, Fire, Lightning, or Thunder damage, you can expend another spell slot of equal or higher level to deal maximum damage with that spell on the turn you cast it.

Once you use this feature, you can't use it again until you finish a Long Rest.

SKY MAGIC

Soar Through the Sky With Ease

Although all Witches appreciate a good *Broom of Flying*, Sky Magic Witches embrace the power of the winds. Known colloquially as "Cloud Witches", they spend as much time aloft as they do on the ground, floating over their contemporaries with a breezy disposition.

LEVEL 3: SKY SPELLS

When you reach a Witch level specified in the Sky Spells table, you thereafter always have the listed spells prepared.

SKY SPELLS

Witch Level	Spells
3	<i>Feather Fall, Fog Cloud, Gust of Wind, Message, Misty Step</i>
5	<i>Call Lightning, Fly</i>
7	<i>Hallucinatory Terrain, Ice Storm</i>
9	<i>Cloudkill, Commune with Nature</i>

LEVEL 3: FEATHERED HEELS

A pair of magical feathers adorn each of your heels, granting you limited flight. When you cast a Hex or a spell using a spell slot, you gain a Fly Speed equal to your Speed until the end of your turn.

LEVEL 3: CUSHIONED FALL

You can cast *Feather Fall* on yourself without a spell slot.

LEVEL 6: CORVID FAMILIAR

When you summon your familiar, you can transform it into a crowlike hybrid with black feathers and beady eyes. It gains the following benefits.

Flight. It gains a Fly Speed of 50 feet (unless it already has a faster Fly Speed).

Aerial Agility. While the familiar is flying, it has a +2 bonus to its AC.

Common. It can speak and understand Common.

Flyby. The target doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

LEVEL 10: VORTEX

As a Bonus Action, you can create a 10-foot Emanation of twisting wind originating from you. The Emanation lasts for 1 minute, until you have the Incapacitated condition, or you dismiss it (no action required). Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by expending a level 2+ spell slot (no action required). The Emanation has the following effects.

Difficult Terrain. The Emanation is Difficult Terrain for creatures you choose.

Disadvantage for Ranged Attacks. Ranged attacks through the Emanation have Disadvantage. Heavy projectiles, such as boulders and ballista bolts, are unaffected.

Disperse Gasses. The Emanation disperses gasses and vapor within its area.

Windswept. Small or smaller flying creatures can't move through the Emanation.

LEVEL 14: CLOUD DANCER

Whenever you are hit by an attack while you are flying or falling, roll a d4. On a 4, the attack misses you.

STEEL MAGIC

Cut Down Foes with the Soulsword

Secret covens throughout the Material Plane practice their magic by drawing spells into their blades. Maniacally cackling and whirling their way across the battlefield, these Witches weave their curses into a bloody tapestry whenever they bring their steel to bear.

LEVEL 3: STEEL SPELLS

When you reach a Witch level specified in the Steel Spells table, you thereafter always have the listed spells prepared.

STEEL SPELLS

Witch Level	Spells
3	<i>Heat Metal, Heroism, Magic Weapon, Shield, True Strike</i>
5	<i>Blink, Haste</i>
7	<i>Death Ward, Freedom of Movement</i>
9	<i>Flame Strike, Telekinesis</i>

LEVEL 3: MARTIAL TRAINING

You gain proficiency with Martial weapons that don't have the Heavy property and training with Medium armor and Shields.

LEVEL 3: SOULSTEEL

As a Bonus Action, you can draw the essence of your familiar into a Melee weapon that you are holding, manifesting in a cloak of green flame. This weapon becomes your Soulsteel weapon. Your familiar is temporarily dismissed until this effect ends at the end of your next turn. You gain the following benefits.

Bonus Damage. When you hit with your Soulsteel weapon, the target takes an extra 1d6 damage. This damage is your choice of Force, Necrotic, or Radiant.

Cackling Killer. When you Cackle, you can extend the duration of this feature by 1 round.

Spellcasting Focus. You can use your Soulsteel weapon as a Spellcasting Focus.

LEVEL 6: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn.

In addition, you can cast one of your cantrips (including your Hexes) that has a casting time of an action in place of one of those attacks.



LEVEL 10: INSIDIOUS SMITE

Once on each of your turns when you hit a creature with your Soulsteel weapon, you can expend a level 5 or lower spell slot to deal extra damage equal to 1d8 per level of the spell slot. This damage is your choice of Force, Necrotic, or Radiant.

LEVEL 14: HEXPLATE

You have Resistance to Bludgeoning, Piercing, and Slashing damage dealt by an enemy that is the sole target of your Hex.

TEA MAGIC

Glimpse and Shape the Future Through Tea Leaves

Witches that practice Tea Magic learn to brew magically delicious and restorative tea, as well as to glimpse the future in their tea leaves. They are among the calmest and friendliest of Witches, at worst cranky (if forced to drink their tea in a hurry) or twitchy (after too much tea).

LEVEL 3: TEA SPELLS

When you reach a Witch level specified in the Tea Spells table, you thereafter always have the listed spells prepared.

TEA SPELLS

Witch Level	Spells
3	Augury, Calm Emotions, Guidance, Hideous Laughter, Sanctuary
5	Clairvoyance, Sending
7	Divination, Private Sanctum
9	Legend Lore, Scrying

LEVEL 3: TASSEOGRAPHY

You see glimpses of the future in tea leaves. As a Bonus Action, roll a d20 and record the number rolled. This is a fortelling roll. Before the start of your next turn, you can replace one D20 test made by you or a creature you can see within 60 feet with this roll. You must choose to do so before the roll.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 3: TEA CEREMONY

You can magically conjure enough tea for you and up to six allies whenever you take a Short or Long Rest. The Exhaustion level, if any, of a creature that drinks this tea decreases by 1.

LEVEL 6: SHAPES AND OMENS

You can see deeper glimpses into the future through your tea leaves. When you finish a Long Rest, you can examine the shape of your tea leaves. The GM tells you a shape that hints at future events. For example, if you see a tower in your tea leaves, you might encounter a wizard on the following day. If you see a serpent, you might encounter a lair or a monster. When you encounter an event hinted at by your tea leaves, you gain Heroic Inspiration.

LEVEL 10: HERBAL REMEDY

When a creature drinks your tea as a part of your Tea Ceremony, it can gain one of the following benefits of its choice. Once it gains a benefit from this feature, it can't do so again until it finishes a Long Rest.

Invigoration. The creature gains Temporary Hit Points equal to your Witch level.

Purification. The creature has Resistance to Poison damage and also has Advantage on saving throws it makes to avoid or end the Poisoned condition on itself. This benefit lasts until the creature finishes a Long Rest.

Restoration. The creature gains the benefits of either the *Lesser Restoration* or the *Greater Restoration* spell.

LEVEL 14: AS FORETOLD

You regain all expended uses of your Tasseography feature when you roll Initiative.

TECHNICOLOR MAGIC

Make Friends and Sing Songs

Technicolor Witches draw their magic from the power of friendship. They have a penchant for collecting adorable animals of all shapes and sizes, which they will never endanger, no matter how dire the situation. Above all, these Witches are defined by their relentless positivity, which empowers their arcana and spurs on their allies.

LEVEL 3: TECHNICOLOR SPELLS

When you reach a Witch level specified in the Technicolor Spells table, you thereafter always have the listed spells prepared. New spells are marked with an asterisk (*).

TECHNICOLOR SPELLS

Witch Level	Spells
3	<i>Animal Messenger, Color Spray, Hex: Musical Interlude,* Speak with Animals, Warding Bond</i>
5	<i>Fly, Sending</i>
7	<i>Freedom of Movement, Locate Creature</i>
9	<i>Telepathic Bond, Teleportation Circle</i>

LEVEL 3: MUSICAL INTERLUDE

You gain the *Hex: Musical Interlude* cantrip, as follows. This cantrip is exclusive to this subclass.

Hex: Musical Interlude

Divination Cantrip (Witch: Technicolor Magic Subclass)

Casting Time: Action

Range: Self

Components: V, S

Duration: 1 round

With an uplifting speech or an encouraging musical number, each creature you choose in a 30-foot Emanation originating from you gains 1d6 Temporary Hit Points. These Temporary Hit Points last until this spell ends at the end of your next turn, but vanish early for a creature that ends its turn outside of the Emanation.

Cantrip Upgrade. The Temporary Hit Points increase by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

LEVEL 3: ANIMAL FRIENDS

Your affinity for cuddly animals grants you the following benefits.

Charismatic Handling. You gain proficiency in the Animal Handling skill. Additionally, you gain a bonus to Wisdom (Animal Handling) checks equal to your Charisma modifier (minimum bonus of +1).

Pocket Pet. If you adopt a Beast as a pet, you can temporarily dismiss it into an extradimensional space, as you would a familiar.

LEVEL 6: FRIENDSHIP BRACELET

As a Magic action, you can weave a small magical bracelet of string, beads, or some other inexpensive material. You can have a number of these bracelets up to your Charisma modifier (minimum of one). If you make another one, you must render an existing bracelet nonmagical. A creature wearing one of your bracelets gains the following benefits.

Helping Hand. You can take the Help action as a Bonus Action to assist a creature wearing one of your bracelets. Once you do so, you can't use this benefit to assist that creature again until you finish a Short or Long Rest.

Sense Location. You can always determine the location of a creature wearing one of your bracelets, as long as you and it are on the same plane of existence.

Targetable. You can target a creature wearing one of your bracelets with spells and effects, even if you can't see it, as long as the target is within range.

LEVEL 10: POSITIVITY

You can leverage your bonds of friendship for protection. When an attacker that you can see hits you with an attack, you can take a Reaction to gain a bonus to your Armor Class equal to the number of friendly creatures within 5 feet of you (to a maximum of +10), potentially causing the attack to miss you instead.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by expending a level 2+ spell slot (no action required).

LEVEL 14: REDEMPTION ARC

You can redeem your foes instead of slaying them. When an enemy you can see is reduced to 0 Hit Points, you can take a Reaction to protect the creature from further harm. Instead of dropping to 0 Hit Points, the creature drops to 1 Hit Point and has the Unconscious condition. The condition ends early for it if it regains any Hit Points. When the creature awakens, any magical effect causing it to be Charmed, cursed, Frightened, or possessed ends. Furthermore, the creature becomes Friendly to you and your allies.

Once you use this feature, you can't use it again until you finish a Long Rest.

WHITE MAGIC

Heal and Mend a Broken World

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.

LEVEL 3: WHITE MAGIC SPELLS

When you reach a Witch level specified in the White Magic Spells table, you thereafter always have the listed spells prepared.

WHITE MAGIC SPELLS

Witch Level	Spells
3	<i>Bless, Cure Wounds, Lesser Restoration, Prayer of Healing, Spare the Dying</i>
5	<i>Beacon of Hope, Revivify</i>
7	<i>Death Ward, Guardian of Faith</i>
9	<i>Mass Cure Wounds, Raise Dead</i>

LEVEL 3: REMEDY

You have a reservoir of healing magic represented by a pool of d6s. The number of dice in this pool equals your Witch level.

As a Magic action or a Bonus Action, you can heal yourself or one creature you can see within 60 feet of yourself, expending one or more dice from the pool. You can expend a maximum number of dice equal to your Charisma modifier (minimum of one). Roll the dice you expend, and add your Charisma modifier to the roll if you use this feature as a Magic action, restoring a number of Hit Points equal to the total.

Your pool regains all expended dice when you finish a Long Rest.

LEVEL 6: TALISMAN OF PROTECTION

You can craft a magical talisman that wards off harm. Creating a talisman takes 1 hour of work, which can be done during a Short or a Long Rest. You can only have one of these talismans at a time; crafting a new talisman causes the previous one to become nonmagical. Any creature wearing the talisman adds a d4 to all saving throws it makes.

LEVEL 10: BENEVOLENT SURGE

When you, your familiar, or an ally you can see within 30 feet of you takes damage, you can take a Reaction to cause that creature to regain a number of Hit Points equal to 1d10 plus your Charisma modifier.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by expending a level 2+ spell slot (no action required).

LEVEL 14: WITCH'S GIFT

Whenever you cast a spell or use a Witch feature that restores a creature's Hit Points, that creature gains a +3 bonus to its Armor Class until the end of your next turn.



FAMILIARS

The idea of a Witch is inseparable from that of 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, many more conjure creatures from the furthest reaches of the multiverse or to bestow sentence upon inanimate objects.

DEATH SNAIL

A death snail is formed from a vile concoction of forest troll bone meal, giant eagle blood, and goblin fingernails, sealed up in a hollowed-out efreet horn, and capped 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, Typically Neutral Evil

AC 15 **Initiative** -2 (8)

HP 9 (2d4 + 4)

Speed 15 ft., Climb 15 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	14	+2	DEX	6	-2	CON	15	+2
INT	10	+0	WIS	11	+0	CHA	6	-2

Resistances Fire

Senses Blindsight 30 ft.; Passive Perception 10

Languages None

CR 1/4 (XP 50; PB +2)

ACTIONS

Leech. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Necrotic damage and the snail regains Hit Points equal to the Necrotic damage dealt.

FLYING BOOK

Tiny Construct, Unaligned

AC 13 **Initiative** +4 (14)

HP 5 (2d4)

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

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

Vulnerabilities Fire

Immunities Poison, Psychic; Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 30 ft.; Passive Perception 7

Languages None

CR 1/8 (XP 25; PB +2)

ACTIONS

Slam. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.



FLYING BOOK

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.

FRIGHT

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 fright. 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.

GREP

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.

MOCK

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,

FRIGHT

Small Undead, Chaotic Evil

AC 14

Initiative +2 (12)

HP 21 (6d6)

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

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	1	-5	-5	DEX	14	+2	+2	CON	10	+0	+0
INT	10	+0	+0	WIS	9	-1	-1	CHA	15	+2	+2

Resistances Acid, Cold, Fire, Lightning, Necrotic, Thunder

Immunities Poison; Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft.; Passive Perception 9

Languages Common plus one other language

CR 1/2 (XP 100; PB +2)

TRAITS

Incorporeal Movement. The fright 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 Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d8) Necrotic damage. If the target is a creature, its Hit Point maximum decreases by an amount equal to the damage taken.

GREP

Tiny Monstrosity, Neutral

AC 14

Initiative +4 (14)

HP 21 (6d4 + 6)

Speed 15 ft., Fly 50 ft.

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

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

Senses Darkvision 60 ft.; Passive Perception 14

Languages Understands Common but can't speak

CR 1/2 (XP 100; PB +2)

TRAITS

Mimicry. The grep can mimic simple sounds it has heard, such as a whisper or chitter. A hearer can discern the sounds are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 7 (1d6 + 4) Slashing damage.

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.

MOON JELLY

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

PET ROCK

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.

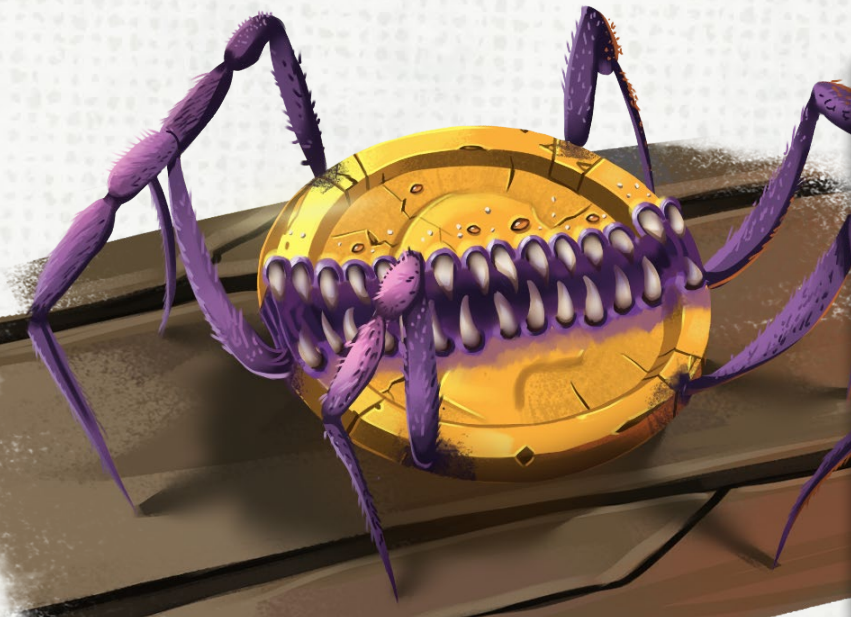
RAG DOLL

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.

TIN SOLDIER

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.





MOCK

Tiny Monstrosity, Neutral

AC 11 **Initiative** +3 (13)

HP 9 (2d4 + 4)

Speed 20 ft.

	MOD		SAVE			MOD		SAVE			MOD		SAVE		
STR	9	-1	-1	DEX	12	+1	+1	CON	14	+2	+2	INT	4	-3	-3
				WIS	13	+1	+1					CHA	6	-2	-2

Skills Stealth +5

Immunities Acid; Prone

Senses Darkvision 60 ft.; Passive Perception 11

Languages None

CR 1/8 (XP 25; PB +2)

TRAITS

Adhesive (Object Form Only). The mock adheres to anything that touches it. The mock has Advantage on attack rolls against any creature adhered to it. The target or a creature within 5 feet of it can detach the mock as an action.

ACTIONS

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Piercing damage plus 2 (1d4) Acid damage.

BONUS ACTIONS

Shape-Shift. The mock shape-shifts to resemble a Tiny object while retaining its game statistics, or it returns to its true blob form. Any equipment it is wearing or carrying isn't transformed.

MOON JELLY

Tiny Monstrosity, Unaligned

AC 11 **Initiative** +1 (11)

HP 1 (1d4 - 1)

Speed Swim 20 ft., Fly 20 ft. (hover)

	MOD		SAVE			MOD		SAVE			MOD		SAVE		
STR	3	-4	-4	DEX	13	+1	+1	CON	8	-1	-1	INT	2	-4	-4
				WIS	11	+0	+0					CHA	3	-4	-4

Senses Darkvision 60 ft.; Passive Perception 10

Languages None

CR 1/8 (XP 25; PB +2)

TRAITS

Amphibious. The jelly can breathe air and water.

Illumination. The jelly sheds Dim Light in a 10-foot radius.

ACTIONS

Sting. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (2d4) Poison damage.



PET ROCK

Tiny Elemental, Unaligned

AC 15 **Initiative** -5 (5)

HP 5 (1d4 + 3)

Speed 0 ft.

	MOD		SAVE			MOD		SAVE			MOD		SAVE		
STR	1	-5	-5	DEX	1	-5	-5	CON	16	+3	+3	INT	1	-5	-5
				WIS	5	-3	-3					CHA	1	-5	-5

Resistances Bludgeoning, Fire, Lightning, Piercing, Radiant, Slashing

Immunities Poison, Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Prone, Unconscious

Senses Passive Perception 7

Languages Understands all but can't speak

CR 0 (XP 0; PB +2)

TRAITS

Just a Rock. The rock counts as an object. Additionally, it can't take actions and its Speed can't be increased.

WINTER WOLF PUP

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.

YARN GOLEM

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.

RAG DOLL

Tiny Construct, Neutral Good

AC 11 **Initiative** +3 (13)
HP 3 (1d4 + 1)
Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	8	-1 -1	DEX	13	+1 +1	CON	13	+1 +1
INT	3	-4 -4	WIS	5	-3 -3	CHA	16	+3 +3

Resistances Bludgeoning

Immunities Poison, Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft.; Passive Perception 7

Languages Understands Common but can't speak

CR 1/8 (XP 25; PB +2)

ACTIONS

Slam. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Bludgeoning damage.

TIN SOLDIER

Tiny Construct, Lawful Neutral

AC 14 **Initiative** +1 (11)
HP 7 (2d4 + 2)
Speed 20 ft.

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

Skills Perception +2

Immunities Poison, Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft.; Passive Perception 12

Languages None

CR 1/8 (25 XP; PB +2)

ACTIONS

Bayonet. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Rifle (Recharge 6). *Dexterity Saving Throw:* DC 12, one creature that the tin soldier can see within 30 feet. *Failure:* 7 (2d6) Piercing damage.

WINTER WOLF PUP

Small Monstrosity, Neutral Evil

AC 13 **Initiative** +1 (11)
HP 10 (3d6)
Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	9	-1 -1	DEX	12	+1 +1	CON	11	+0 +0
INT	6	-2 -2	WIS	12	+1 +1	CHA	7	-2 -2

Skills Perception +3, Stealth +3

Resistance Cold

Senses Passive Perception 13

Languages Common, Giant

CR 1/8 (XP 25; PB +2)

TRAITS

Pack Tactics. The pup has Advantage on attack rolls against a creature if at least one of the pup's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Piercing damage plus 2 (1d4) Cold damage.

YARN GOLEM

Tiny Construct, Chaotic Neutral

AC 13 **Initiative** +5 (15)
HP 21 (6d4 + 6)
Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	8	-1 -1	DEX	16	+3 +3	CON	13	+1 +1
INT	1	-5 -5	WIS	10	+0 +0	CHA	8	-1 -1

Resistance Piercing

Immunities Poison, Psychic; Poisoned

Senses Passive Perception 10

Languages Understands Common plus one other language but can't speak

CR 1/2 (XP 100; PB +2)

ACTIONS

Poke. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (2d4 + 3) Piercing damage.

Tangle (Recharge 6). *Dexterity Saving Throw:* DC 12, one creature that the golem can see within 5 feet. *Failure:* If the target is Medium or smaller, it has the Grappled condition (escape DC 12). While Grappled, the target has the Restrained condition.



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.

This chapter contains the descriptions of spells that are new and available to the Witch class. The class spell lists detailed with each spell include other classes from Mage Hand Press, including the Necromancer, Martyr, and Investigator.

Following the new spells are presented a collection of powerful, story-oriented spells called Rites.

SPELL DESCRIPTIONS

New spells are presented in alphabetical order.

ACCURSED ACT

Level 1 Enchantment (Witch)

Casting Time: Action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

Lighting a candle, you attempt to curse a creature you can see within range. The target must succeed on a Wisdom saving throw or be cursed for the duration. Until the spell ends, the creature takes Psychic damage equal to 1d8 plus your spellcasting ability modifier whenever it makes an attack roll or casts a spell. The target only takes this damage once per turn. The spell ends early if the target doesn't attack or cast a spell on its turn.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

ARCANE ANOMALY

Level 1 Abjuration (Bard, Necromancer, Sorcerer, Witch, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a broken mirror)

Duration: Concentration, up to 1 minute

You create a 30-foot Emanation originating from you that distorts magical energy. For the duration, whenever a spell is cast within the Emanation, roll a d6. On a 5 or 6, the spell dissipates with no effect, and the action, Bonus Action, or Reaction used to cast it is wasted. If that spell was cast with a spell slot, the slot isn't expended.

CANDY BLAST

Conjuration Cantrip (Sorcerer, Witch, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You summon a handful of hard candy—boiled sweets, mints, jelly beans, etc.—and hurl them at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 Force damage and the candy forms a pile on the ground in its space, causing

a 5-foot-square area of your choice in the target's space to become Difficult Terrain. The candy produced by this spell is edible, but has no nutritional value, and vanishes after 1 minute, ending any Difficult Terrain.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

CORRUPTION CURSE

Level 6 Necromancy (Witch)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

With a piercing glare and a sinister gesture, you send ribbons of dark magic toward a creature you can see within range. For the duration, the target is cursed and suffers one of the following effects of your choice.

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 and spell attack rolls.

CURSE OF AGING

Level 4 Transmutation (Witch)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Until dispelled

A creature you touch must succeed on a Wisdom saving throw or be cursed to age and wither. While cursed, the target ages at ten times the normal rate, becoming ten days older for each day that passes. Additionally, the target has Disadvantage on Strength checks and saving throws.

CURSE OF BLADES

Level 2 Enchantment (Bard, Necromancer, Witch, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to drive a creature you can see within range to violence. The target must succeed on a Wisdom saving throw or be cursed and have the Frenzied condition for the duration.

A creature with the Frenzied condition loses the ability to distinguish between friend and foe, regarding all creatures it can see as enemies. While Frenzied, the creature chooses the targets for its attacks, spells, and abilities randomly from among the creatures it can see within range, and it must make an Opportunity Attack if any creature provokes one.

At the end of its turn, an affected creature can repeat its saving throw, ending the spell early on a success.



CURSE OF CHAINS

Level 1 Enchantment (Witch)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

A black brand resembling iron shackles appears on a creature you can see within range, which must succeed on a Strength saving throw or be cursed for the duration. While cursed, the target's Speed is 0 and can't increase. The target can take an action to make a Strength (Athletics) check against your spell save DC. If it succeeds, the spell ends.

CURSE OBJECT

Level 5 Transmutation (Witch)

Casting Time: 1 minute or Ritual

Range: Touch

Components: V, S, M (powdered onyx worth 100+ GP, which the spell consumes)

Duration: Until dispelled

You bestow a curse upon an object that you touch. The object must be one that isn't being worn or carried and is able to fit within a 5-foot cube. Until the spell ends, the object becomes magical (requiring attunement) and cursed. The fact that the object is cursed is revealed only when an *Identify* spell is cast on it or a creature attunes to it. When a creature attunes to the object, the curse extends to it for the duration. Choose the curse from the following effects.

Bleeding. The attuned creature can't regain Hit Points.

Frenzied (Weapon Only). Whenever the attuned creature deals damage with the cursed weapon, it has the Frenzied condition for 1 minute. A creature with the Frenzied condition loses the ability to distinguish between friend and foe, regarding all creatures it can see as enemies. While Frenzied, the creature chooses the targets for its attacks, spells, and abilities randomly from among

the creatures it can see within range, and it must make an Opportunity Attack if any creature provokes one.

Hobbled. The attuned creature's Speed is halved and can't take the Dash action.

Obsessed. The attuned creature is unwilling to part with the object, keeping it on its person at all times. If the cursed object is a weapon, the attuned creature has Disadvantage on attack rolls with weapons other than the cursed weapon.

Restless. Whenever the attuned creature finishes a Long Rest, it must succeed on a Constitution saving throw or gain no benefits from the rest.

Speechless. The attuned creature can't speak.

Unfortunate. Whenever the target rolls a 20 on the d20 of a D20 Test, the roll instead becomes a 1.

Vulnerable. The attuned creature has Vulnerability to one damage type (choose when you cast this spell).

CURSE WARD

Level 1 Abjuration (Cleric, Investigator, Martyr, Paladin, Warlock, Witch, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: 8 hours

You reach out your hand and touch a willing creature, raising a smoke-like barrier around it. For the duration, the target has Resistance to Necrotic damage and can't be cursed or possessed. If the target is already under one of these effects, the effect is suppressed until the spell ends.

DEMAND

Level 6 Enchantment (Bard, Sorcerer, Warlock, Witch, Wizard)

Casting Time: Action

Range: Self

Components: V, S, M (a snake's tongue and a piece of copper wire)

Duration: 10 minutes

This spell projects a select Enchantment spell to a target, regardless of distance. When you cast *Charm Monster*, *Charm Person*, *Command*, *Dominate Beast*, *Dominate Person*, *Geas*, or *Suggestion*, before this spell ends, you modify its casting so that its range becomes unlimited. This spell then ends.

Choose a target with which you are familiar (whether or not you can see it) for the Enchantment spell. If the spell requires a verbal command, the creature hears the command in its mind and recognizes you as the sender if it knows you.

You can project the spell across any distance, and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the Enchantment spell fails and has no effect.

ELDRITCH ORB

Evocation Cantrip (Necromancer, Warlock, Witch)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You fling a ball of eldritch energy at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 Force damage and explodes in a 5-foot Emanation. Each creature in the Emanation makes a Dexterity saving throw, taking half the amount of Force damage on a failed save, or none on a successful one.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

ELEMENTAL CURSE

Level 6 Evocation (Witch)

Casting Time: 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 succeed on a Constitution saving throw or be cursed for the duration. The cursed target has Vulnerability to your choice of Acid, Cold, Fire, Lightning, or Thunder damage. If the creature has Resistance to the chosen damage type, it instead loses that Resistance. If the target has Immunity to the chosen damage type, it instead has Resistance to that damage type.

EXHUME

Level 1 Necromancy (Cleric, Necromancer, Wizard)

Casting Time: Action or Ritual

Range: 60 feet

Components: V, S, M (a Shovel)

Duration: Instantaneous

Choose an unoccupied 20-foot square on the ground within range. This spell causes one pile of Humanoid bones to rise out of the ground within that square. If you cast this spell within a burial place such as a graveyard,

mausoleum, or barrow, 1d4 corpses or piles of bones are exhumed. The ground itself isn't disturbed by this spell; the bones simply appear out of the ground.

FACE SWAP

Level 1 Transmutation (Witch)

Casting Time: Action or Ritual

Range: 30 feet

Components: V, S

Duration: 1 hour

You place an invisible sigil on a willing target you can see within range. This sigil lasts until the spell ends.

For the duration, you can take a Magic action to project your face onto the marked creature until you dismiss the effect (no action required). When you do so, you can see, hear, and speak through the marked creature as if you occupied its space. You use your senses instead of those of the marked creature.

FLAWED RECONSTRUCTION

Level 1 Transmutation (Necromancer, Warlock, Witch, Wizard)

Casting Time: 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 3d6 Hit Points. However, the mending is imperfect, and the target's Hit Point maximum is reduced by 1d6, to a minimum of 1.

Using a Higher-Level Spell Slot. The healing increases by 2d6 and the reduction increases by 1d6 for each spell slot level above 1.

FRENZY

Level 6 Enchantment (Bard, Necromancer, Witch, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a drop of fresh blood)

Duration: Concentration, up to 1 minute

With a gesture, you reduce a crowd to base instinct and violence. Each creature in a 20-foot-radius Sphere centered on a point you choose within range makes a Wisdom saving throw. On a failed save, a creature has the Frenzied condition for the duration.

A creature with the Frenzied condition loses the ability to distinguish between friend and foe, regarding all creatures it can see as enemies. While Frenzied, the creature chooses the targets for its attacks, spells, and abilities randomly from among the creatures it can see within range, and it must make an Opportunity Attack if any creature provokes one.

The Frenzied condition ends after 1 minute, or when the spell ends. At the end of its turn, an affected creature can repeat its saving throw, ending the condition on itself early on a success.

GAHOUL'S SCAPEGOAT

Level 4 Abjuration (Necromancer, Witch)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (black chalk, paint, or oil)

Duration: 8 hours

You trace a complex arcane symbol on the flesh of a willing creature you touch, marking it for sacrifice. When you are hit by an attack roll during the spell's duration and the marked creature is within 60 feet of yourself, you can take a Reaction to teleport, swapping places with the creature and forcing it to be hit by the attack instead of you. The spell then ends.

HEX: ABATE

Enchantment Cantrip (Witch)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 round

One creature you can see within range makes a Charisma saving throw. On a failed save, the target can't make Opportunity Attacks until the spell ends at the end of your next turn.

HEX: APATHY

Enchantment Cantrip (Witch)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 round

One creature you can see within range makes a Charisma saving throw. On a failed save, the creature becomes Indifferent about creatures of your choice that it is Hostile toward. This indifference ends if the target takes damage or is forced to make a saving throw. When the spell ends at the end of your next turn, the creature's attitude returns to normal.

HEX: BLEEDING

Necromancy Cantrip (Witch)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 round

One creature you can see within range makes a Constitution saving throw. On a failed save, each time the target takes damage until the spell ends at the end of your next turn, it takes an extra 1d4 Necrotic damage. If the target is Bloodied, it takes an extra 1d6 Necrotic damage instead.

HEX: CHARM

Enchantment Cantrip (Witch)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 round

One creature you can see within range makes a Wisdom saving throw. It does so with Advantage if you or your allies are fighting it. On a failed save, the target has the Charmed condition until the spell ends at the end of your



next turn. The spell ends early if you or your allies deal damage to the target. When the spell ends, the target knows it was Charmed by you.

HEX: DISORIENT

Necromancy Cantrip (Witch)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 round

One creature you can see within range makes a Wisdom saving throw. On a failed save, the target must subtract 1d4 from attack rolls it makes until the spell ends at the end of your next turn.

Cantrip Upgrade. The die subtracted from attack rolls changes when you reach levels 5 (1d6), 11 (1d8), and 17 (1d10).

HEX: DOOMWARD

Abjuration Cantrip (Witch)

Casting Time: Action

Range: Touch

Components: V, S

Duration: 1 round

You touch a willing creature. The first time the target would drop to 0 Hit Points before the spell ends at the end of your next turn, the target instead drops to 1 Hit Point, and the spell ends. This spell has no effect if you have cast this spell on the target within the past 24 hours.

HEX: DUPLICITY

Illusion Cantrip (Witch)

Casting Time: Action

Range: Self

Components: V, S

Duration: 1 round

You create an illusory duplicate of yourself in your space. When a creature hits you with an attack before the spell ends at the end of your next turn, roll a d6. On 4 or higher, the attack strikes the duplicate instead of you and the spell ends. The duplicate otherwise ignore all other damage and effects. A creature is unaffected by this spell if it has the Blinded condition, Blindsight, or Truesight.

HEX: EVIL EYE

Illusion Cantrip (Witch)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 round

One creature you can see within range makes a Wisdom saving throw. On a failed save, the target has the Frightened condition until the spell ends at the end of your next turn.

HEX: FORTUNE

Divination Cantrip (Witch)

Casting Time: Action

Range: Touch

Components: V, S

Duration: 1 round

You touch a willing creature. Until the spell ends at the end of your next turn, the target has Advantage on saving throws.

HEX: GARBLE

Illusion Cantrip (Witch)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 round

One creature you can see within range makes a Charisma saving throw. On a failed save, the creature can't speak coherently or cast spells with a Verbal component until the spell ends at the end of your next turn.

HEX: HOBBLE

Transmutation Cantrip (Witch)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 round

One creature you can see within range makes a Strength saving throw. On a failed save, the creature's Speed is reduced to 10 feet until the spell ends at the end of your next turn. If the target is flying, it falls, unless it has the ability to hover.

HEX: MIRE

Transmutation Cantrip (Witch)

Casting Time: Action

Range: Self

Components: V, S

Duration: 1 round

You transform the ground in a 30-foot Emanation originating from you into murky swamp, which is Difficult Terrain until the spell ends at the end of your next turn. This Difficult Terrain doesn't cost you extra movement.

HEX: MISFORTUNE

Divination Cantrip (Witch)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 round

Choose one creature you can see within range. Until the spell ends at the end of your next turn, whenever the target rolls a 20 on the d20 of a D20 Test, the roll instead becomes a 1.

HEX: OBFUSCATE*Transmutation Cantrip (Witch)***Casting Time:** Action**Range:** Self**Components:** V, S**Duration:** 1 round

You produce fog in a 20-foot Emanation originating from you. The fog spreads around corners, and its area is Heavily Obscured. This fog lasts until the spell ends at the end of your next turn or until a strong wind (such as one created by *Gust of Wind*) disperses it, ending the spell.

HEX: PEACEBOND*Abjuration Cantrip (Witch)***Casting Time:** Action**Range:** Self**Components:** V, S**Duration:** 1 round

You create a 30-foot Emanation originating from you that locks weapons to their containers. The weapons and ammunition of each creature within the Emanation become fixed in their sheaths, quivers, or holsters until the spell ends at the end of your next turn. A creature can take a Utilize action to make a Strength (Athletics) check against your spell save DC, freeing an item from its container on a success.

HEX: POX*Necromancy Cantrip (Witch)***Casting Time:** Action**Range:** 10 feet**Components:** V, S**Duration:** 1 round

One creature you can see within range makes a Constitution saving throw. On a failed save, the target has the Poisoned condition until the spell ends at the end of your next turn.

HEX: RUIN*Necromancy Cantrip (Witch)***Casting Time:** Action**Range:** 60 feet**Components:** V, S**Duration:** 1 round

One creature you can see within range makes a Constitution saving throw. On a failed save, the target has a –2 penalty to AC until the spell ends at the end of your next turn.

Cantrip Upgrade. The penalty to AC increases by 1 when you reach levels 5 (–3), 11 (–4), and 17 (–5).

HEX: STUPOR*Enchantment Cantrip (Witch)***Casting Time:** Action**Range:** 10 feet**Components:** V, S**Duration:** 1 round

One creature you can see within range makes a Wisdom saving throw. On a failed save, the target has the Incapacitated condition until the spell ends at the end of your next turn. The spell ends on a target if it takes damage or someone within 5 feet of it takes an action to shake it out of the spell's effect. Once the spell ends on a target, it is immune to this spell for the next 24 hours.

HEX: TREMORS*Transmutation Cantrip (Witch)***Casting Time:** Action**Range:** Self**Components:** V, S**Duration:** 1 round

A miniature earthquake shakes the ground in a 5-foot Emanation originating from you. Each creature on the ground in the Emanation must succeed on a Dexterity saving throw or have the Prone condition. A creature that enters the Emanation or ends its turn there must also succeed on that save or fall Prone. This spell ends at the end of your next turn.

HEX: VANISH*Illusion Cantrip (Witch)***Casting Time:** Action**Range:** Self**Components:** V, S**Duration:** 1 round

Repeating an ancient chant, you have the Invisible condition until the spell ends at the end of your next turn. Creatures within 20 feet of yourself that can hear can detect your location for the spell's duration. The spell ends early if you make an attack roll, deal damage, or cast a spell.

HEX: WARD*Abjuration Cantrip (Witch)***Casting Time:** Action**Range:** Touch**Components:** V, S**Duration:** 1 round

You touch a willing creature. Each time the target takes damage before the spell ends at the end of your next turn, the damage it takes is reduced by 2.

Cantrip Upgrade. The damage reduction increases by 1 when you reach levels 5 (–3), 11 (–4) and 17 (–5).

HOCUSPOCUS

Conjuration Cantrip (Necromancer, Warlock, Witch)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 1 minute

You conjure minor paranormal phenomena and other ominous effects. Choose the effect from the options below. If you cast this spell multiple times, you can have up to three of its effects active at a time.

Grave Mists. A rolling fog gathers on the ground in a 15-foot Cube for 1 minute.

Ominous Lights. You cause all candles, torches, and other open flames to darken and flicker for 1 minute.

Paranormal Chill. You can chill or warm the air in a 10-foot Cube by 10 degrees for 1 minute.

Poltergeist Activity. You cause small, unattended objects to rattle or levitate an inch off the ground for 1 minute.

Spirit Orbs. You create up to four fist-sized spectral, glowing orbs, which float around within range for 1 minute. The orbs don't provide light, apart from a dim glow.

Spooky Noises. You create a quiet sound that originates from a point of your choice within range, such as ominous whispers, the drone of insects, or the sound of crying. The sound lasts for 1 minute.

HOLLOWING CURSE

Level 1 Necromancy (Necromancer, Sorcerer, Warlock, Witch, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Tendrils of vitality-draining mist extend from your fingertips. A creature you can see within range makes a Dexterity saving throw. On a failed save, the target takes 2d6 Necrotic damage and is cursed for the duration. On a successful save, the target takes half as much damage only.

On each of your subsequent turns, you can take a Magic action or Bonus Action to deal damage to the cursed creature. The damage equals 2d6 Necrotic damage if you took the Magic action or half as much if you took a Bonus Action.

Using a Higher-Level Spell Slot. The damage increases by 2d6 for each spell slot level above 1.

IDENTITY CURSE

Level 9 Enchantment (Witch)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Until dispelled

You touch a creature's temple and attempt to erase its identity. One creature you touch makes a Wisdom saving throw. On a failed save, the target has the Unconscious condition for 1 hour and is cursed to forget its identity. When the target awakens, it loses all its personal memories, though it retains its general knowledge, proficiencies, and other statistics. The target doesn't realize it has any class features, feats, or magical abilities, and so doesn't willingly use them unless it rediscovers them. If left to its own devices, the target will quickly adopt a new name and begin to build a new identity. When the spell ends, the target regains its past memories.

INTRUSIVE THOUGHT

Level 2 Enchantment (Bard, Sorcerer, Witch, Wizard)

Casting Time: Reaction, which you take when you see a creature within 60 feet of yourself making an attack roll

Range: 60 feet

Components: V, S

Duration: Instantaneous

You attempt to distort a creature's thinking. The target must succeed on a Wisdom saving throw or automatically miss with the triggering attack.

MANDY'S ENCHANTED CARRIAGE

Level 4 Transmutation (Druid, Witch)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a vegetable)

Duration: Special

You shape-shift a vegetable into a Large magical carriage, complete with reins and two quasi-real horses. The carriage is luxurious and carries up to six passengers—four within and two atop it at the coach's seat. Creatures within the carriage have Total Cover from external effects, but can see outside through a pair of windows composed of magical force. While sitting in the coach's seat, a creature can control the carriage, which has a Speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace.

The carriage and horses count as a single object with 12 AC and 100 Hit Points. The spell ends early if the carriage and horses are reduced to 0 Hit Points.

Duration. This spell's duration varies depending upon when and where it was cast. If cast in a location where time passes normally, the spell lasts until the twelfth stroke of the next midnight, however long that may be. Elsewhere, the spell lasts for 24 hours. When the spell ends, the carriage's occupants are ejected into adjacent unoccupied spaces, the carriage shrinks back into a vegetable, and the quasi-real horses vanish.



MANDY'S FERAL FOLLOWER

Level 4 Transmutation (Witch)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a small servant's bell)

Duration: Special

You touch a Medium or smaller Beast, which shape-shifts into a Humanoid with an appearance of your choice. The Beast's statistics are replaced by the stat block of a **Commoner** but retains its Hit Points and Hit Point Dice. You choose the Commoner's skill proficiency. The commoner wears Fine Clothes but has no other equipment, and has a basic understanding of all unskilled tasks.

The target gains 10 Temporary Hit Points. The spell ends early on the target if it has no Temporary Hit Points left. When the spell ends, the Fine Clothes dissipate into smoke.

Combat. The commoner is an ally to you and your allies. It rolls its own Initiative and acts on its own turn. It behaves as though it is dutifully employed by you.

Duration. This spell's duration varies depending upon when and where it was cast. If cast in a location where time passes normally, the spell lasts until the twelfth stroke of the next midnight, however long that may be. Elsewhere, the spell lasts for 24 hours.

Using a Higher-Level Spell Slot. You can shape-shift one additional Beast for each spell slot level above 4.

MANDY'S MARVELOUS DRESS

Level 4 Conjuration (Bard, Witch)

Casting Time: Action

Range: Touch

Components: V, S, M (a glass slipper worth 100+ GP)

Duration: Concentration, special

A willing creature you touch is instantly clothed in a fabulous ball gown, perfectly tailored and complete with a set of glittering jewelry. You can choose for the dress to sit atop the creature's clothing or armor, or for it to magically replace its outfit. The creature can't remove the dress until the spell ends; similarly, the jewelry vanishes if it is removed.

Elegant Flair. Until the spell ends, when the wearer makes a D20 Test using Charisma, it can replace the number it rolls with a 10.

Glamorous Ward. If the wearer of the dress is attacked by a creature that can see it, the attacker must succeed on a Wisdom saving throw or miss with the attack. On a success, the attacker is immune to this effect until the spell ends.

Duration. This spell's duration varies depending upon when and where it was cast. If cast in a location where time passes normally, the spell lasts until the twelfth stroke of the next midnight, however long that may be. Elsewhere, the spell lasts for 24 hours. When the spell ends, the dress vanishes in a puff of sparkles, and the creature becomes clothed in its original outfit.

MINOR LIFESTEAL

Necromancy Cantrip (Necromancer, Sorcerer, Witch, Wizard)

Casting Time: Action

Range: 60 feet

Components: S

Duration: Instantaneous

You attempt to drain life energy from a creature you can see within range. The target must succeed on a Constitution saving throw or take 1d6 Necrotic damage. You gain Temporary Hit Points equal to the amount of Necrotic damage dealt.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

PHARAOH'S CURSE

Level 5 Necromancy (Necromancer, Witch)

Casting Time: Action

Range: 10 feet

Components: V, S

Duration: Until dispelled

Opening your palm, you release a puff of dust containing the pestilence of mummy rot. One creature you choose within range must succeed on a Constitution saving throw or be cursed for the duration. While cursed, the target can't regain Hit Points, its Hit Point maximum doesn't return to normal when finishing a Long Rest, and its Hit Point maximum decreases by 3d6 every 24 hours that elapse. A creature dies and turns to dust if reduced to 0 Hit Points by this curse.



PREHENSILE HAIR

Level 1 Transmutation (Witch)

Casting Time: Action or Ritual

Range: Self

Components: V, S, M (a braided rope)

Duration: 8 hours

When you cast this spell, you can cause any of your body hair to grow up to 15 feet in length. Your hair becomes supernaturally tough and you can magically use it to extend your reach for the duration. Using your hair, you can cast spells with a range of Touch, take the Help or Utilize action, or perform simple tasks out to a range of 15 feet. Your hair can't wield weapons, Shields, or carry objects heavier than 10 pounds. Your hair returns to its normal length when this spell ends.

PROTECT THRESHOLD

Level 2 Abjuration (Investigator, Necromancer, Sorcerer, Witch, Wizard)

Casting Time: Action or Ritual

Range: Touch

Components: V, S, M (an ounce of salt for each foot of the warded portal's perimeter)

Duration: 10 minutes

Tracing arcane sigils along its boundary, you can ward a doorway, window, or other portal from entry. For the duration, an Invisible eldritch creature stalks the warded portal. Any creature that attempts to pass through the portal makes a Wisdom saving throw or takes 4d6 Psychic damage, or half as much on a successful save.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

PSYCHEDELICS

Level 1 Illusion (Bard, Druid, Ranger, Witch)

Casting Time: Action

Range: Self

Components: V, S, M (a mushroom)

Duration: 1 round

For a moment, the colors in a 20-foot Emanation originating from you shift in a rainbow swirl. Each creature you choose in the Emanation has Disadvantage on the next attack roll it makes against you until the spell ends at the end of your next turn.

Additionally, the colors of objects you choose within range change randomly and remain brightly and unnaturally colored for 1 hour.

RESTORE YOUTH

Level 3 Transmutation (Witch)

Casting Time: 8 hours or Ritual

Range: Touch

Components: V, S, M (gold dust worth 500+ GP, which the spell consumes)

Duration: Instantaneous

You perform a complex ritual for a creature you touch, reducing its apparent age by 2d10 years, to a minimum of 18 years. This spell doesn't extend the creature's lifespan.

RUBY-EYE CURSE

Level 3 Necromancy (Necromancer, Witch)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

A red haze clouds the eyes of a creature that meets your gaze. A creature you choose within range must succeed on a Constitution saving throw or be cursed for the duration. While cursed, the target can see normally out to a range of 5 feet, but has the Blinded condition beyond this range.

SCURRY

Transmutation Cantrip (Witch)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 minute

A nonmagical object you choose within range 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; however, you can target certain objects that are being carried, as long as they aren't affixed entirely around a creature's body or 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 start of each of your turns, you can choose which direction the object moves. The object has an AC of 10, if its AC wasn't already higher. The spell ends early if the object is reduced to 0 Hit Points or is picked up.

SÉANCE

Level 3 Necromancy (Investigator, Necromancer, Witch)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a crystal ball, deck of tarot cards, or ouija board, and incense worth 50+ GP)

Duration: 1 minute

You and three or more willing creatures lock hands to conjure a spirit from the afterlife to answer your questions. Describe or name a creature that is familiar to you. If the creature's soul is free and willing, it manifests as a ghostly specter. This spell fails if the spirit was the target of this spell within the last 10 days.

Until the spell ends, you can ask up to three questions of the specter. The specter knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the specter is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. There is a 5 percent chance that this spell contacts the wrong spirit, one which will answer questions untruthfully or ambiguously.

SECRET ENCLAVE

Level 9 Conjunction (Druid, Witch)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a tiny, silver bell)

Duration: Instantaneous

You conjure a shimmering, 10-foot wide multicolored portal within range that leads to a demiplane. When you cast the spell, you also enchant an object that can fit within an 5-foot Cube, which becomes the demiplane's portal key.

The demiplane is a 1,000-foot Cube that resembles a magical forest of the Feywild. The floor is made of fertile soil that can't be burrowed through. The portal into the demiplane and the matching portal out of the demiplane opens only while the portal key is within 60 feet of the portal. Once the demiplane is created, the location of its portal is fixed and it can only be opened from that same location.

You or anyone else within 60 feet of the portal can open the portal by casting this spell again. You can also create a replacement portal key or a duplicate one by casting this spell again.

The portal key and any creature within the demiplane can't be targeted by any Divination spell, though a *Wish* spell can reveal the location of the portal key.

You can create *Secret Enclaves* within *Secret Enclaves*, but only if the original demiplane was created by you.



SHRIEK

Evocation Cantrip (Witch)

Casting Time: Bonus Action

Range: Self

Components: V, S

Duration: Instantaneous

You release a blood-curdling screech in a 5-foot Emanation. Each Large or smaller creature you choose within the Emanation is pushed 5 feet away from you.

SOUL EFFIGY

Level 4 Necromancy (Necromancer, Witch)

Casting Time: 1 minute or Ritual

Range: Touch

Components: V, S, M (a straw doll)

Duration: 8 hours

A Humanoid you touch makes a Constitution saving throw. On a failed save, a fragment of its soul is bound to the doll used in this spell's casting, which becomes an effigy of that creature. The spell ends if the effigy is destroyed or if the target is on another plane of existence. For the duration, you can use a Magic action to do one of the following.

Control. You directly control the target's actions and movement on its next turn by manipulating the effigy's limbs. That target can only take the Dash, Disengage, Hide, or Utilize action. While controlled, the target's movements are jerky and unnatural.

Harm. You prod the effigy and deal 2d8 damage to the target. This damage is Bludgeoning, Piercing, Slashing or another damage type, appropriate to the means by which you harm the effigy. This damage ignores Resistance and Immunity.

Restrain. You submerge the effigy in water, causing the target to believe it is suffocating. The target has the Restrained condition until the end of your next turn.

RITES

Rites provide a way to create potent magic effects that stretch far beyond the reach and control of a single spellcaster. Often taking hours to perform, Rites are conducted by several spellcasters at once and often require grisly Material components. Moreover, these spells are closely-kept secrets and often carry dire risks for their spellcasters.

Much like Artifacts, Rites may be welcome in your campaign as plot devices for heroes and villains alike. Uncovering a Rite provides a tantalizing boon, but such a spell falling into enemy hands creates a sinister ticking clock. The most powerful Rites are doomsday devices in their own right, fundamentally shaping a campaign world, no matter how they are used.

Spell Slots. All Rites can effectively be considered level 10 spells. Instead of requiring a single spell slot, a Rite consumes several spell slots of a certain level or higher. The number of slots required usually demand several spellcasters, each providing multiple spell slots to fuel the Rite. The number and level of required spell slots is detailed in the Spell Slots entry of the Rite. Unless otherwise stated, any number of spellcasters can participate in a Rite.

Spellcasters that don't use spell slots (such as nonplayer characters) instead treat each use of a spell as a spell slot of the spell's level. For example, a spellcaster that can cast *Lightning Bolt* twice per day can expend these uses as two level 3 spell slots.

Spell Lists. Spellcasters don't have to prepare Rites or have one on their spell list to attempt to cast one.

Ending a Rite. Rites are exceptionally difficult to end once completed; a simple *Dispel Magic* or even a *Wish* spell can't stop their effects. Most Rites, however, have special means of being ended early, knowledge of which intrepid adventurers should hope to learn should a Rite go awry.

ANCESTRAL CURSE

Necromancy Rite

Casting Time: 12 hours

Spell Slots: 3 slots of level 6+

Range: 1 mile

Components: V, S, M (a cauldron filled with quicksilver worth 10,000+ GP, which the spell consumes)

Duration: Until dispelled

This spell bestows one of the following curses upon a Humanoid and its descendants for generations. The target must succeed on a DC 20 Wisdom saving throw or become cursed. The curse also immediately extends to the cursed target's descendants across three generations (to the target's great grandchildren). Each of these descendants must succeed on a DC 20 Wisdom saving throw or also become cursed. A child born to a cursed creature is also cursed if they are within three generations of the target. This spell can only be ended by a *Remove Curse* spell cast using a level 9 slot.

Death. A cursed creature dies.

Disease. A cursed creature has the Poisoned condition and can't regain Hit Points.

Exile. A cursed character is magically transported to a plane of existence determined by the GM and can't return to the Material Plane.

Forsaken. A cursed character is separated from their source of magic and can no longer cast spells or take the Magic action. Clerics are abandoned by their gods and Warlocks are severed from their patrons.

Misfortune. A cursed creature has Disadvantage on D20 Tests.

Monster. A cursed creature resembles a Fiend, Monstrosity, or Undead, as determined by the GM. Humanoids that see a cursed creature are initially Hostile to it.

Poverty. Nonmagical objects worth 1+ GP owned by a cursed creature fall into disrepair, lose value, or crumble into dust, as determined by the GM.



APOCALYPSE

Evocation Rite

Casting Time: 24 hours

Spell Slots: 10 slots of level 6+

Range: Self

Components: V, S, M (10 Humanoids and gemstones worth 10,000+ GP, which the spell consumes)

Duration: 1 minute

You call upon the vile forces to decimate the landscape, razing entire cities, leveling forests, and reducing mountains to rubble. Each Humanoid used in the casting of the spell and each participating spellcaster instantly dies and its soul is destroyed; such a creature can be revived only by a *True Resurrection* or *Wish* spell.

The sky becomes blood red and fiery rocks rain down from it in a 100-mile-radius Sphere, centered on the point from which this spell was cast. For the duration, each creature within the Sphere makes a DC 20 Dexterity saving throw at the start of each of its turns, taking 10d10 Force damage on a failed save, or half as much damage on a successful one. Nonmagical structures and objects within the area are destroyed, and flammable objects, such as trees and grass, are burned to ash.

AWAKEN THE TITAN

Conjuration Rite

Casting Time: 24 hours

Spell Slots: 7 slots of level 8+

Range: Self

Components: V, S, M (ancient scrolls containing the Words of Creation, written backwards, and abyssal diamonds worth 50,000+ GP, which the spell consumes)

Duration: Instantaneous

This Rite awakens a slumbering monster of legendary proportions. One willing participating spellcaster must be sacrificed and forfeit its soul to travel the planes in search of the monster. This spellcaster can be revived only by a *True Resurrection* or *Wish* spell.

An arcane sigil glows in the sky above where the spell was completed. After 7 days, the **Tarrasque** or another Challenge Rating 25+ creature of the GM's choice emerges from the arcane sigil. This creature is hostile to all creatures other than itself.

BLACK SUN

Transmutation Rite

Casting Time: 8 hours

Spell Slots: 3 slots of level 7+

Range: Unlimited

Components: V, S, M (powdered black diamond and onyx worth 1,000+ GP, which the spell consumes)

Duration: Concentration, until dispelled

This spell blots out the sun, leaving only a thin ring of light in the sky and blanketing the Material Plane in Darkness. Within the Darkness, Plants that aren't creatures, such as trees and crops, begin to wither after 1 day. After 30 days, natural sources of water become poisonous. A creature that drinks poisoned water must succeed on a DC 20 Constitution saving throw or take 1d6 Poison damage and have the Poisoned condition for 1 hour.

Each participating spellcaster maintains Concentration on this spell. If a spellcaster loses Concentration, it can regain Concentration by taking a Magic action. If no spellcaster has Concentration, the spell ends and each participating spellcaster takes 10d10 Necrotic damage.

DELUGE

Conjuration Rite

Casting Time: 8 hours

Spell Slots: 3 slots of level 7+

Range: Unlimited

Components: V, S, M (pearls worth 5,000+ GP, 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. To complete the spell, a spellcaster must sacrifice 100 animals, in pairs of males and females of the same species, throughout the spell's casting.

Dark storm clouds gather across the world and rain falls 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 7 days, until all but the peaks of mountains are submerged underwater. Nonmagical structures that aren't carved from stone or similar materials are destroyed completely by the water.

Each participating spellcaster maintains Concentration on this spell. If a spellcaster loses Concentration, it can regain Concentration by taking a Magic action. The spell ends if no spellcaster has Concentration. When the spell 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.

HEART OF DARKNESS

Necromancy Rite

Casting Time: 1 hour

Spell Slots: 6 slots of level 6+

Range: Self

Components: V, S, M (A Humanoid heart prepared with crushed black pearls worth 10,000+ GP)

Duration: Until dispelled

A foul ichor leaks from the heart used in the casting of this spell, cursing the land with a plague of undeath. Up to one hundred piles of bones or corpses of Medium or Small Humanoids within a 1-mile radius rise from the dead, becoming **Skeletons** or **Zombies**. The Undead dig their way out of graves, smash their way out of mausoleums, and tear down cemetery gates.

The creature holding the heart can use a Magic action to issue a general command to all Undead created by the spell, such as to destroy a town or hunt down a particular creature. Only one general command can be issued to the Undead every 24 hours. If not issued a command, the Undead indiscriminately attack living creatures, other than the creature that is holding the heart and creatures designated by it. Once given an order, the Undead continue to follow it to the best of their ability until the task is complete.

The heart has AC 20, 10 HP, and Immunity to Necrotic, Poison, and Psychic damage. If the heart is destroyed, the spell ends and all Undead animated by it crumble into dust. The spell also ends if every Undead created by it is destroyed.

METAMORPHOSIS

Transmutation Rite

Casting Time: 8 hours

Spell Slots: 6 slots of level 5+

Range: Touch

Components: V, S, M (a golden egg worth 10,000+ GP, which the spell consumes)

Duration: Instantaneous

The spell permanently reshapes the body of a willing Humanoid. The Humanoid chooses its body's species, age, sex, and appearance, including height, weight, facial features, sound of its voice, and other distinguishing characteristics. Furthermore, the Humanoid can choose to replace its class levels and feats with other class levels and feats for which it is eligible.

MIASMA

Necromancy Rite

Casting Time: 8 hours

Spell Slots: 6 slots of level 6+

Range: Self

Components: V, S, M (500+ corpses that have been rotting for at least 1 week, which the spell consumes, and an altar worth 5,000+ GP)

Duration: Special

The corpses used in the spell's casting emit a cloud of inky, noxious vapors that burn the eyes and throat. This cloud spreads at a rate of 30 feet per round until it fills a 40-foot tall, 100-mile-radius Cylinder. For every 50 corpses gathered beyond the minimum 500, the Cylinder's radius is extended by 5 miles. The area within the cloud is Lightly Obscured.

Whenever a creature enters the area of the cloud, it makes a DC 20 Constitution saving throw. On a failed save, its Hit Point maximum is reduced by 1d4 and its Hit Point maximum doesn't return to normal when finishing a Long Rest. A creature makes this save every hour that elapses while it is in the cloud.

The deadly miasma feeds on the spellcasters' life force. For each 24 hours that elapse, the Hit Point maximum of each participating spellcaster is reduced by 1d4. The spell ends when all participating spellcasters are dead.

PERMANENCY

Evocation Rite

Casting Time: 24 hours

Spell Slots: Special

Range: Self

Components: V, S, M (gems worth an amount specified in the Permanency Spells table, which the spell consumes)

Duration: Instantaneous

This spell modifies the duration of another spell, causing it to last until dispelled without requiring Concentration. During the casting of this spell, the permanent spell must be chosen from the Permanency Spells table and cast targeting one of the participating spellcasters, using a spell slot and spell components as normal.

The spell slots expended to cast this Rite and the value of the gems required for the spell's casting are listed on the Permanency Spells table.

The permanent spell ends if another permanent spell is cast targeting the creature or if the permanent spell is targeted with a *Dispel Magic* spell (DC 20).

Spell	Spell Slots	Cost
<i>Detect Magic</i>	2 slots of level 4+	7,000+ GP
<i>Expeditious Retreat</i>	2 slots of level 4+	5,000+ GP
<i>Jump</i>	2 slots of level 3+	1,000+ GP
<i>Longstrider</i>	2 slots of level 3+	1,000+ GP
<i>Mage Armor</i>	2 slots of level 3+	2,000+ GP
<i>Protection from Evil and Good</i>	2 slots of level 5+	8,000+ GP
<i>Speak with Animals</i>	2 slots of level 3+	1,000+ GP
<i>Alter Self</i>	2 slots of level 3+	4,000+ GP
<i>Blur</i>	2 slots of level 6+	25,000+ GP
<i>Darkvision</i>	2 slots of level 3+	1,000+ GP
<i>Detect Thoughts</i>	2 slots of level 5+	7,500+ GP
<i>Enhance Ability</i>	2 slots of level 5+	7,500+ GP
<i>Enlarge/Reduce</i>	2 slots of level 5+	9,000+ GP
<i>See Invisibility</i>	2 slots of level 3+	2,500+ GP
<i>Spider Climb</i>	2 slots of level 5+	7,500+ GP
<i>Fly</i>	2 slots of level 6+	50,000+ GP
<i>Haste</i>	2 slots of level 8+	100,000+ GP
<i>Nondetection</i>	2 slots of level 3+	1,000+ GP
<i>Protection from Energy</i>	2 slots of level 4+	4,000+ GP
<i>Tongues</i>	2 slots of level 3+	2,000+ GP
<i>Vampiric Touch</i>	2 slots of level 5+	8,000+ GP
<i>Water Breathing</i>	2 slots of level 3+	4,000+ GP
<i>Water Walk</i>	2 slots of level 3+	4,000+ GP
<i>Freedom of Movement</i>	2 slots of level 6+	10,000+ GP
<i>Greater Invisibility</i>	2 slots of level 8+	100,000+ GP
<i>Stoneskin</i>	2 slots of level 8+	100,000+ GP
<i>Telekinesis</i>	2 slots of level 6+	60,000+ GP

PROPHECY

Divination Rite

Casting Time: 24 hours

Spell Slots: 7 slots of level 7+

Range: Self

Components: V, S, M (golden thread worth 5,000+ GP, which the spell consumes)

Duration: Instantaneous

This spell manipulates the strands of fate and grants a prophetic glimpse into the future. When the spell is completed, one of the participating spellcasters describes a future event as precisely or abstractly as desired. Examples include “when the sorcerer Ferruginous Hock dies, the Tarrasque will awaken” and “in the moon-stricken city, men shall become as Beasts.” Events conspire such that the prophesied event will occur within the next 1,000 years.

The GM has great latitude in interpreting the prophesied event. For example, prophesying that a particular individual becomes king might result in that person becoming king in name only, a “king of bargains” at the local market, or for another person with the same name to become king centuries in the future. Similarly, a prophecy that endangers the multiverse may be thwarted at the last moment by a band of adventurers or a god’s divine servants.

RITE OF LICHDOM

Necromancy Rite

Casting Time: 30 days

Spell Slots: 4 slots of level 7+, which must be provided by a single spellcaster

Range: Self

Components: V, S, M (an object worth 25,000+ GP)

Duration: Instantaneous

This vile Rite binds your soul to a soul jar and grants you immortality as a lich. When you cast this spell, you immediately die and your soul is transferred into the object used in the spell’s casting, which becomes your soul jar. You gain the following benefits.

Creature Type. You are Undead. You are immune to any effect that turns Undead.

Soul Jar. A spirit jar is an object that houses a lich’s soul, safeguarding its immortality. If you drop to 0 Hit Points, your body crumbles to dust and you reform after $1d4 + 1$ days, reviving with all of your Hit Points. Your new body coalesces in an unoccupied space within 5 feet of your spirit jar. The new body is identical in every way to the one that was destroyed but has none of the original’s equipment.

Truesight. You have Truesight with a range of 120 feet.

Undead Immunities. You have Immunity to Necrotic and Poison damage and to the Exhaustion and Poisoned conditions.

TEMPORAL LOOP

Transmutation Rite

Casting Time: 1 week

Spell Slots: 2 slots of level 8+

Range: Self

Components: V, S, M (a groundhog and a chronomantic crystal worth 10,000+ GP, which the spell consumes)

Duration: Special

This spell twists the fabric of time and causes events to repeat indefinitely.

When this spell is cast, one of the participating spellcasters describes a trigger that ends the spell, and can optionally describe one or more triggers that instantly cause time to rewind. For example, time may loop when a certain creature dies or cease to loop when a specified object is destroyed.

After 1 hour, time rewinds back to the moment that the spell was cast, and events play out as normal within a 10-mile-radius Sphere. Time continues to rewind each hour, rewinding instantly if a specified rewinding trigger occurs. The spell ends when each participating spellcaster dies, or when the specified ending trigger occurs.

When time rewinds, creatures, objects, and the environment are reset. Creatures that die or are injured during the hour are restored to their original condition. Spells, the uses of class features, magic item charges, and other abilities are also restored to their original state. Creatures other than the participating spellcasters that are within the Sphere when the spell is cast also forget the events of the hour and that time is repeating.

Creatures within the Sphere don’t age, though time continues normally outside the Sphere.

The Sphere is sealed off from the rest of the world by a dome of force that is invisible from the inside and opaque from the outside. Creatures can only enter the dome at the start of a 1-hour cycle by using teleportation magic; the Sphere is otherwise impenetrable.

SPIRIT JAR

A lich’s spirit jar, or “phylactery,” is as much a memento as it is their anchor to immortality, and as such, no two are alike. Spirit jars are often constructed from objects with sentimental value, such as family heirlooms or prized possessions, but can be fashioned from swords, pieces of armor, or even entire castles.

Furthermore, every spirit jar has a weakness, a critical flaw by which it can be destroyed, allowing its lich to be slain permanently. These weaknesses, too, are unique to each jar. One might require a ritual to be performed around it for 24 hours, while another might call for the jar to be dipped in the lava of an active volcano. Discuss with your GM the form your spirit jar takes and the weakness it possesses.

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