

Witch

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

A young girl sits underneath a tree, far from where the other children play. She glances about to make sure noone is watching, and snaps her fingers once to the empty air. After a moment of silence, a black cat appears around the tree's bend and locks eyes with the girl, staring with a strange intelligence for a long moment. She gestures at one of the playing children, a heavy-set boy with a permanently affixed scowl; the cat understands. It wanders close to the boy, stretches its claws, and gets very low, ready to pounce for the boy's eyes.

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

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

Cursed

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

Pariahs and Outcasts

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

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

Familiar Masters

It is rare to find a witch without his or her constant companion, the familiar. Though familiars might be conjured by other spellcasters as well, a witch's familiar 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.

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Witch overview

1d8 per witch level

Light armor

Simple weapons, blowguns, shortswords, and whips

Alchemist supplies, poisoner’s kit

Charisma, Wisdom

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

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

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

the witch										
level	prof.	feature s	hexes known	cantrip s known	spells known					
						1st	2nd	3rd	4th	5t
1	2	Hexes, Spellca sting, Witch’ s Curse	2	4	2	2				
2	2	Cackle, Familia r	3	4	3	3				
3	2	Witch's Craft	3	4	4	4	2			

4	2	Ability Score Improvement	3	5	5	4	3			
5	3	Insidious Spell	4	5	6	4	3	2		
6	3	Craft feature	4	5	7	4	3	3		
7	3	Improved Familiar	4	5	8	4	3	3	1	
8	3	Ability Score Improvement	4	5	9	4	3	3	2	
9	4	Dying Curse	5	5	10	4	3	3	3	1
10	4	Craft feature	5	6	11	4	3	3	3	2
11	4	Grand Hex	5	6	12	4	3	3	3	2
12	4	Ability Score Improvement	5	6	12	4	3	3	3	2
13	5	Grand Hex	6	6	13	4	3	3	3	2
14	5	Craft feature	6	6	13	4	3	3	3	2

15	5	Grand Hex	6	6	14	4	3	3	3	2
16	5	Ability Score Improvement	6	6	14	4	3	3	3	2
17	6	-	7	6	15	4	3	3	3	2
18	6	Grand Hex	7	6	15	4	3	3	3	3
19	6	Ability Score Improvement	7	6	15	4	3	3	3	3
20	6	Hexmaster	7	6	15	4	3	3	3	3

Creating a witch necessarily involves a powerful, malicious curse in your backstory. Who cast it? Did you take a curse upon yourself for power? Was your entire lineage cursed generations ago, leading to a bloodline of witches, or did another spellcaster use sinister, forbidden magic to curse you for life? Decide on the nature of your witch's curse and think about how you relate to it. Do you feel like the curse was secretly a blessing, or does the desire for vengeance burn in your heart? What negative effects does the curse leverage on your personality and mind? Are you haunted by spirits, or is your mind plagued by destructive thoughts? How do you feel manipulating the power of this curse outwards into hexes and spells? Work with your GM to determine how witches are perceived in the world. Are they feared, burned, and persecuted? Are you an openly-known witch? Do the other characters in your party know of your witchhood? Some witches keep the source of their magic a secret, or claim to be wizards or sorcerers to conceal the true darkness of their magic.

Quick Build

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

Witch features

Spellcasting

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

Cantrips

You know four cantrips of your choice from the witch spell list. You learn additional witch cantrips of your

choice at higher levels, as shown in the Cantrips Known column of the Witch table.

Spell Slots

The Witch table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell bane and have a 1st-level and a 2nd-level spell slot available, you can cast bane using either slot.

Spells Known of 1st Level or Higher

You know two 1st-level spells of your choice from the witch spell list. The Spells Known column of the Witch table shows when you learn more witch spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

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

Spellcasting Ability

Charisma is your spellcasting ability for your witch spells. Your magic originates deep within yourself, where your insidious curse stirs restlessly. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a witch spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Ritual Casting

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

Spellcasting Focus

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

Witch's Curse

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

Hexes

You can learn a number of powerful incantations, known as **hexes**, derived from the same insidious magic which cursed you. At 1st level, you gain two hexes of your choice. Your hex options are detailed at the end of the class description. When you gain certain witch levels, you gain additional hexes of your choice, as shown in the Hexes Known column of the Witch table. Additionally, when you gain a level in this class, you can choose one of the hexes you know and replace it with another hex. Unless otherwise stated, if a hex calls for an attack roll or saving throw, it uses your spell attack bonus or spell save DC. All hexes require verbal or somatic components (caster's choice at the time of casting.) Unless otherwise noted, if a hex lasts for a duration, you concentrate on it as you would a spell. You can concentrate on a hex and a spell at the same time, and you make only one check to maintain your concentration on both. A witch casts their terrible hexes as an extension of their curse. As their curses are magical in nature, their hexes are considered 0th-level spells for the purposes of feature and spells, such as counterspell or dispel magic, which interact with magic. Furthermore, all hexes cease while in the area of an antimagic field or similar effect.

Cackle

At 2nd level, you can use your bonus action to cackle. The duration of your hex extends by 1 round for each creature affected within 60 feet of you. Not all witches laugh maniacally when they cackle, but all cackles require a verbal component, as a spell. These range from mundane curses and insults, to the murmuring of dead languages and speaking backwards.

Familiar

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

- Once per turn as an action or a bonus action, you can mentally command your familiar to use its reaction to make one attack.
- Your familiar uses your spell attack bonus instead of its own attack bonus on attack rolls.
- Your familiar adds your proficiency bonus to its Armor Class, saving throws, and damage rolls.
- You add twice or 3 times (**Green craft**) your witch level to your familiar's maximum hit points.
- When you cast a spell, you can deliver it through your familiar as if it had cast the spell, even if the spell doesn't have a range of touch. When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: homunculus, pet rock, pseudodragon, and sprite.

Witch's Craft

A witch's craft is distinct from a school of magic. Whereas magical schools seek to categorize spells, crafts are defined by the use of magic, and seek to capture the essence of spells. There are dozens of varieties, from those practiced by covens in secret, to those plied in marketplace potion shops. When you reach 3rd level, choose one Witch's Craft. Your choice grants you features at 3rd level, and again at 6th, 10th, and 14th level.

The options for the Witch's craft are as follow:

Black Magic-Practices the necromantic arts uses dark spells of suffering

Blood Magic-Lays terrible curses and draws power from blood sacrifices

Green Magic-Practices magic associated with plants, animals, the living world

Purple Magic-Wields illusions and enchantments in equal measure

Red Magic-A destructive spellcaster wielding magic that ruins and burns

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

Craft Spells

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

Insidious Spell

Starting at 5th level, when you cast a witch spell that affects a creature that is under the effect of your hex, that creature has disadvantage on its first saving throw against the spell. This feature only applies to a hostile creature which is the sole target of your hex.

Improved Familiar

At 7th level, your familiar's attacks count as magical for the purposes of overcoming damage resistance and immunity. Additionally, you can choose the following forms for your familiar: brass dragon wyrmling (without breath weapons), fright, grep, imp, or quasit.

Dying Curse

Beginning at 9th level, when a creature reduces you to 0 hit points but does not kill you outright, you can lay a nefarious curse upon them. The creature is cursed for up to 24 hours. While cursed, the creature has disadvantage on attack rolls, ability checks, and saving throws. This curse ends early if you regain consciousness, and can be ended by the remove curse spell. Once you use this ability, you can't use it again until you finish a long rest.

Grand Hex

By 11th level, you have perfected deeply malevolent forms of magic. You learn one Grand Hex, and you learn another at 13th, 15th, and 18th level. Grand hexes are detailed at the end of the class description.

Hexmaster

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

Green magic

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

Green Magic Bonus Spells

Spell Level Spells

1st *entangle, goodberry*

2nd *barkskin, beast sense*

3rd *conjure animals, plant growth*

4th *conjure woodland beings, stoneskin*

5th *awaken, tree stride*

HEX: ELDER TONGUE

Starting when you choose this craft at 3rd level, you know the speech of the forest. As a bonus action, you can attune yourself to the forest, granting you the ability to speak with beasts and plants in a limited manner until the end of your next turn. Most beasts and plants lack the intelligence to convey or understand sophisticated concepts, but could relay what they have seen or heard in the recent past. While you can speak with them, you have advantage on all Charisma checks you make to influence beasts and plants.

PRIMAL ALLY

Also at 3rd level, whenever you summon your familiar, you conjure one that is hardier than normal. Add three times your witch level, instead of twice your witch level, to your familiar's maximum hit points.

TWIN FAMILIAR

By 6th level, when you summon your familiar, you can divide its spirit into two bodies. When summoned this way, your familiar is two identical creatures which share a single pool of hit points. Your twin familiars roll only once for initiative and act on subsequent turns. You can use your bonus

action to command one twin to attack and your action to command the other to attack. A spell or feature which targets or dismisses your familiar affects both twins.

VITAL NOURISHMENT

By 10th level, you exude an aura of Green Magic that restores and reinvigorates life around you. When you finish a long rest, plant life within 100 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 half your witch level + your Charisma modifier. You can also end one disease affecting each creature, or end one of the following conditions: blinded, deafened, paralyzed, or poisoned.

SACRIFICIAL FAMILIAR

At 14th level, whenever you are targeted by a melee attack while your familiar is within 5 feet of you, you can use your reaction to command it to dive in the way of the attack. This attack targets the 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.

Curses

Burned. Almost all of your body has been scorched by arcane flames, leaving you with striking black scars and embers of magic that burn under the skin. As a result, you have resistance to fire damage, and you know the cantrip produce flame, which does not count against your total number of cantrips known.

Drowned. Water fills your lungs, and yet you do not die. You can breathe air and water. Additionally, you have a swimming speed equal to your walking speed.

Feral. Through your curse, you have forgotten the manners and customs of civilized men and gone to live among beasts in the wild. Hunting and fighting daily, you have become savage. You have proficiency in the Survival skill. Additionally, while you are wearing no armor and not wielding a shield, your AC equals 12 + 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 humanoid you can see to scare. That creature must make a Wisdom saving throw against your spell save DC or be frightened until the end of your next turn.

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

Infested. You are constantly followed by vermin, like insects and rats, which crawl on your skin and swarm in your wake. As a result, you are immune to being diseased. Additionally, you can command these pests as your own. Starting at 2nd level, you can choose the form of a swarm of rats for your familiar. Starting at 7th level, you can choose a swarm of insects.

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

Possessed. Your soul is occupied by a foreign spirit that sometimes tries to wrest away your consciousness. However, while you sleep, the spirit whispers magical secrets to you. You learn an additional witch spell at a level for which you have spell slots at 1st level, and again at 4th level, 8th level, and 12th level. These spells do not count against your total number of spells known.

Starving. No matter how much you eat, food turns to ash in your mouth. Your curse nourishes you, but only at the edge of starvation, and you are constantly wracked by pangs of hunger. You don't need to eat or drink, but can still imbibe and benefit from potions. Additionally, you are immune to being poisoned.

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

Whispers. Unseen voices murmur in your ears at all times. As such, you can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathy, but the creature must be able to understand at least one language.

Hexes

ABATE

As an action, choose one creature you can see within 60 feet of you to make a Charisma saving throw. On a failed save, the creature can't take reactions until the end of your next turn.

APATHY

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

BECKON FAMILIAR

You can cast the find familiar spell as an action without expending a spell slot or spell components. Once you cast this spell in this manner, you can't do so again for 1 minute. You must have the Familiar feature to choose this hex.

BLEEDING

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

CHARM

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

DIRE FAMILIAR

As an action, you can bolster your summoned familiar. For 1 minute, your familiar's current and maximum hit points is increased by twice your witch level and it gains a bonus to its damage rolls equal to your Charisma modifier. You can cast other hexes while this hex is in effect. Once you cast this hex, you can't cast it again until your familiar is dismissed, or until its duration expires. You must have the Familiar feature to choose this hex.

DISORIENT

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

DOOMWARD

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

DUPLICITY

As an action, you can create an illusory duplicate self, composed of shadowstuff, to confuse your enemies. When a creature attacks you, roll any die. On an odd number, the attack strikes the duplicate and misses, regardless of its roll, and the hex ends. On an even roll, the attack targets you as normal. This effect lasts until the end of your next turn.

EVIL EYE

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

FORTUNE

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

GO UNSEEN

As an action, you and your familiar become invisible. The effect ends at the end of your next turn, or if you or your familiar attack or cast a spell. Once you cast this hex, you can't cast it again for 1 minute.

HOBBLE

As an action, choose one creature you can see within 60 feet of you to make a Strength saving throw. On a failed save, the creature's movement speed is reduced to 10 feet until the end of your next turn. If the creature is flying, it falls.

KNOWING

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

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

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

MIRE

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

MISFORTUNE

As an action, choose one creature you can see within 60 feet. Until the end of your next turn, whenever this creature rolls a 20 on a d20 roll, the roll instead becomes a 1.

OBFUSCATE

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

PEACEBOND

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

POX

As an action, choose one creature you can see within 5 feet to make a Constitution saving throw. On a failed save, the creature is poisoned until the end of your next turn.

RUIN

As an action, choose one creature you can see within 60 feet to make a Constitution saving throw.

On a failed save, the creature's Armor Class decreases by 3, to a minimum of 10, until the end of your next turn.

SCURRY

As an action, a nonmagical object you choose within 30 feet sprouts legs and runs away. You can't target an object that weighs more than 10 pounds, nor can you target one that is being worn as clothing or armor; however, you can target certain objects that are being carried, as long as they are not affixed entirely around a creature's body and are not being held in a hand. For example, you can't target a creature's helmet or a sword it is wielding, but you can target a drawstring pouch it is wearing or a dagger that is sheathed at its side. The object animates, wriggles free of its owner, if it has one, sprouts two legs, and moves 20 feet in a direction you choose. At the beginning of your turn, you can choose which direction the object moves. The object has an AC of 10, if its AC was not already higher, and remains animated until the end of your next turn, or until it is picked up.

SHRIEK

As a bonus action, you can release a thunderous, blood-curdling screech. Each Large or smaller creature you choose within 5 feet of you is pushed 5 feet away from you.

SLUMBER

As an action, choose one creature you can see within 60 feet to make a Wisdom saving throw. On a failed save, the target falls unconscious until it takes damage, or until the end of your next turn. Undead, creatures which are immune to being charmed, and creatures whose current hit points are greater than five times your witch level are immune to this effect.

SLUR

As an action, choose one creature you can see within 60 feet to make a Charisma saving throw. On a failed save, the creature can't speak coherently until the end of your next turn. If the creature attempts to cast a spell that requires a verbal component, it must roll a d20. On an odd roll, the casting fails.

TREMORS

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

WARD

As an action, choose 1 creature you can see other than yourself within 60 feet. Each time the creature takes damage before the end of your next turn, it reduces the damage it takes by 3.

Grand hexes

The Grand Hexes below are presented in alphabetical order. Unless otherwise stated, if a grand hex calls for an attack roll or saving throw, it uses your spell attack bonus or spell save DC. Grand hex features do not count as hexes.

CAULDRON

You can brew potions in a bubbling cauldron using raw components scavenged from nature. To this end, you have a pool of alchemy points equal to half your witch level, rounded down. You regain all expended alchemy points when you finish a long rest. You can spend 10 minutes and expend an number of alchemy points to brew potions. These potions retain potency for 24 hours, after which they become inert. If a potion calls for a saving throw, it uses your spell save DC. The potions available for you to brew are given on the Cauldron Potions table below.

Cauldron Potions

Potion Alchemy Points

Potion of Animal Friendship 1

Potion of Growth 1

Potion of Healing 1

Potion of Water Breathing 1

Oil of Slipperiness 2

Philter of Love 2

Potion of Greater Healing 2

Potion of Heroism 2

Potion of Resistance 2

Potion of Clairvoyance 3

Potion of Diminution 3

Potion of Gaseous Form 3

COVEN

You can induct others into your insidious 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 has the Spellcasting or Pact Magic feature. This creature enters into your coven.

You can have up to two creatures other than yourself in your coven at one time. While two or more members of your coven are within 30 feet of one another, they gain the ability to cast additional spells, as shown on the Coven Spellcasting table. Additionally, members of your coven gain access to a shared pool of 5 spell slots— one of each level, from 1st to 5th level—which they can use to cast any spell known to them. Expended spell slots are regained when all members of the coven finish a long rest. Coven members use their own spellcasting ability to determine spell attack bonuses and spell save DCs. A coven member can't cast spells of a level for which they do not have personal spell slots, even if using a higher level shared spell slot. A shared spell slot can be used, for instance, to cast a lower level spell at higher levels, but it can't be used to cast a spell normally too high-level for a spellcaster.

Coven Spellcasting

Spell Level Spells

1st bane, hideous laughter

2nd invisibility, ray of enfeeblement

3rd bestow curse, counterspell

4th banishment, polymorph

5th contagion, scrying

(VARIANT COVEN FROM HAGS? DEATH, NATURE...)

DUAL HEX

When you cast a hex which targets one creature, you can target two creatures instead. While both targets are under the effect of your hex, you gain the benefits of your Insidious Spell feature against each of them.

FORCEFUL PERSONALITY

Your Charisma score increases by 2, to a maximum of 22.

HYBRID

As a bonus action, if your familiar is within 5 feet of you, you can meld with it, transforming into a magical hybrid. For the next minute, you gain the following benefits:

- You gain temporary hit points equal to your familiar's hit points.
- Your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier, as long as you are not holding a shield.

- You gain two natural melee weapons, corresponding to your familiar's attacks. You have proficiency with these weapons, and use Charisma for the attack and damage rolls. On a hit, these natural weapons deal 1d10 bludgeoning, piercing, or slashing damage (your choice).
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.
- You can use any action or movement your familiar possesses.

This transformation lasts one minute or until you dismiss it on your turn (no action required). When it ends, your familiar is dismissed, and you can't summon it again until you finish a short or long rest.

POISON APPLE

As an action, you can produce a magical apple out of thin air. This apple can possess whatever appearance you wish, be that a ruby red coloration, a golden skin, or the appearance of crystal. On your turn, you can use your action to eat the apple, granting you the following benefits:

- You regain hit points equal to twice your witch level, plus your Charisma modifier.
- You regain an expended spell slot of 5th level or lower.
- You can end one of the following conditions affecting you: blinded, deafened, paralyzed, or poisoned.

However, the apple is suffused with your insidious magic. If a creature other than yourself eats the apple, it does not gain any benefits and instead must make a Wisdom saving throw against your spell save DC with disadvantage. On a failed save, the creature becomes poisoned for up to 24 hours. For each hour the creature is poisoned, it loses 4d8 hit points. This loss can't be reduced or avoided. If this reduction causes the creature to drop to 0 hit points, the creature instead drops to 1 hit point and falls

into a catatonic sleep, remaining unconscious for up to 7 days. A remove curse spell or similar magic can awaken this creature early. The apple shrivels and become nonmagical if it isn't eaten in 24 hours. Once you produce a magic apple, you can't produce another one until you finish a long rest.

POSSESSION

As an action, your body becomes immaterial, and your spirit dives into a Large or smaller creature you can see within 10 feet of you in an attempt to possess it. This target must make a Charisma saving throw. A creature with a challenge rating greater than your witch level automatically

succeeds on this save. On a failed save, you disappear and the target becomes incapacitated and possessed; you gain control of its body but don't deprive the target of its awareness. While possessing the creature, you can't be targeted by any attack, spell, or other effect. You maintain your Intelligence, Wisdom, and Charisma ability scores and your alignment, but otherwise use the creature's statistics. You don't gain access to the target's knowledge, class features, or proficiencies. For the purposes of spells and effects which can end possession, such as the spell dispel evil and good, you are treated as an undead spirit and can be banished from the target, returning to your own body, which rematerializes within 5 feet of the target. This possession lasts for 1 hour, or until the body drops to 0 hit points or you are forced out by a spell or other magical effect that ends possession. Once you use this ability, you can't do so again until you finish a long rest.

WAR HEX

When you cast a hex that targets a single creature, you can use your bonus action to cast a cantrip targeting the same creature.

WITCH'S BROOM

You can use your action to enchant a mundane object—like a broom, cauldron, or rug—to fly for you. You gain a flying speed of 60 feet while holding this item with one hand, as long as you are not wearing medium or heavy armor, or wielding a shield. You can only enchant one object using this ability at a time. If you target another object using this effect, the enchantment on the previous object ends.

WITCH'S HUT

You can perform a 24-hour long ritual to enchant a structure which can fit within a 15-foot cube, animating it as a Huge object, as per the animate objects spell. The structure rises up on a pair of magical legs and follows your commands. The entrance to the structure is linked to an extradimensional abode, as per the magnificent mansion spell. You can command the structure from inside this abode. If the structure is destroyed, the extradimensional abode is unharmed, but its occupants are ejected to unoccupied spaces adjacent to the structure. As an action, you can teleport the structure to an unoccupied space within 60 feet of you. Once you teleport the structure, you can't do it again until you finish a long rest. You can repeat the 24-hour ritual to end the enchantment on your previous structure and enchant a new one.

Witch spell list

Cantrips (0 Level)

Acid Splash
Candy Blast
Card Trick
Cheat
Chill Touch
Cryptogram
Dancing Lights
Eldritch Orb
Eye of Anubis
Hocuspocus
Mage Hand
Message
Minor Illusion
Minor Lifesteal
Prestidigitation
Produce Flame
Resistance
Spare the Dying
True Strike

1st Level

Accursed Act
Action
Animal Friendship
Arcane Anomaly
Bane

Blood Print
Charm Person
Clue
Comprehend Languages
Curse of Chains
Detect Magic
Disguise Self
Expeditious Retreat
Faerie Fire
Flawed Reconstruction
Hideous Laughter
Hollowing Curse
Prehensile Hair
Protection from Evil and Good
Psychedelics
Rumor
Silent Image
Sleep
Speak with Animals
Thunderwave
Unseen Servant
Whispering Wind

2nd Level

Aberrate
Aerial Alacrity
Animal Messenger
Blindness/Deafness
Calm Emotions
Curse Ward
Darkness
Darkvision
Delay

Detect Thoughts
Enthrall
Hold Person
Intrusive Thought
Invisibility
Jam Weapon
Knock
Levitate
Locate Object
Misty Step SRD
Nondescript
Petal Storm
Protect Threshold
Ray of Enfeeblement
See Invisibility
Shatter
Spider Climb
Suggestion
Swift Flight

3rd Level

Benign Dismemberment
Bestow Curse
Clairvoyance
Counterspell
Curse of Blades
Dispel Magic
Fear
Fly
Glitterdust
Hypnotic Pattern
Magic Circle SRD
Major Image SRD

Nondetection SRD
Phantasmal Beauty
Remove Curse SRD
Ruby-Eye Curse
Rusting Grasp
Séance
Sending SRD
Slow SRD
Speak with Dead SRD
Speak with Plants SRD
Stinking Cloud SRD
Tongues SRD

4th Level

Arcane Eye SRD
Banishment SRD
Black Tentacles SRD
Compulsion SRD
Confusion SRD
Dimension Door SRD
Dire Charm
Dominate Beast SRD
False Vision
Gahoul's Scapegoat
Greater Invisibility SRD
Hallucinatory Terrain SRD
Invisibility Purge
Locate Creature SRD
Mandy's Enchanted Carriage
Mandy's Feral Follower
Mandy's Marvelous Dress
Phantasmal Killer SRD
Polymorph SRD

5th Level

Contagion SRD

Dispel Evil and Good SRD

Dominate Person SRD

Dream SRD

Frolicking Fountain

Geas SRD

Hold Monster SRD

Insect Plague SRD

Mislead SRD

Modify Memory SRD

Pharaoh's Curse

Planar Binding SRD

Scrying SRD

Seeming SRD

Telekinesis SRD

6th Level

Corruption Curse

Demand

Elemental Curse

Eyebite SRD

Flesh to Stone SRD

Frenzy

Guards and Wards SRD

Mass Suggestion SRD

Programmed Illusion SRD

True Seeing SRD

7th Level

Abduct
Curse of Binding
Etherealness SRD
Mirage Arcane SRD
Project Image SRD
Plane Shift SRD
Sequester SRD
Symbol SRD
Teleport SRD

8th Level

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

9th Level

Astral Projection SRD
Foresight SRD
Identity Curse
Imprisonment SRD
True Polymorph SRD
Weird SRD

Black magic

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

Black Magic Bonus Spells

Spell Level Spells

1st exhume*, inflict wounds

2nd gentle repose, magic weapon

3rd animate dead, vampiric touch

4th blight, death ward

5th cloudkill, contagion

HEX: DECAY

When you adopt this craft at 3rd level, you learn to drain the vitality from a living being. As an action, choose one creature you can see within 60 feet to make a Constitution saving throw. On a failed save, the creature takes 1d4 necrotic damage at the beginning of its next turn and its hit point maximum is reduced by the amount of necrotic damage taken. This reduction lasts until the hex ends. The target dies if this effect reduces its hit point maximum to 0. This hex ends at the end of your next turn.

UNDEATH COMMAND

Starting at 6th level, you have intertwined the magic of your familiar with the magic you use to animate the dead. When you use your 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.

LIFE TETHER

At 10th level, as a reaction when you take damage from a creature you can see, you can transfer some of that damage to a creature which is the sole target of your hex. You take half the damage (rounded down) and the hexed creature takes the remaining damage. Once you use this ability,

you can't use it again until you finish a short or long rest.

BLACK SACRIFICE

Beginning at 14th level, if your familiar is within 10 feet of you, you can use your action to command it to dissolve its magical bond to this plane, which unleashes a torrent of necromantic energy. Each creature you choose within 20 feet must make a Dexterity saving throw against your spell save DC. A creature takes 8d10 necrotic damage on a failed save, or half as much on a successful one, and its hit point maximum is reduced by the amount of necrotic damage taken. A target dies if this effect reduces its hit point maximum to 0. Once you use this ability, you can't summon your familiar again until you finish a long rest.

Blood magic

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

Blood Magic Bonus Spells

Spell Level Spells

1st hellish rebuke, hollowing curse*

2nd acid arrow, hold person

3rd ruby-eye curse*, vampiric touch

4th blight, dominate beast

5th cloudkill, dominate person

HEX: BLOOD CURSE

Starting when you choose this craft at 3rd level, you can mark a creature with a sinister blood curse. As an action, choose one creature you can see within 60 feet to make a Constitution saving throw. On a failed save, this creature is on the brink of death until the end of your next turn. If the creature at any point in this duration has less than its maximum hit points and has fewer hit points than twice your witch level, it immediately drops to 0 hit points.

NOVICE HEMOMANCY

Also at 3rd level, when you cast a spell which requires material components that do not have a specific cost, you can replace the material components with a drop of blood.

ARCANE BLOODLETTING

Lastly at 3rd level, you can impel your magic with a measure of your own blood. When you cast a spell that has a casting time of 1 action, you can choose to lose 5 hit points to change the casting time to 1 bonus action for this casting.

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.

DEATHSEEKER

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

Additionally, you have advantage on ability checks you make to track a creature you or your familiar has damaged.

HEMOMANTIC RECOVERY

Beginning at 10th level, you can perform a blood ritual to bolster your magic. Once per day when you finish a short rest, you can spend hit dice to recover expended spell slots. The cost for each spell slot is given on the table below. You can't use this ability to recover spell slots of 6th level or higher.

Spell Level Hit Dice

1st 2

2nd 3

3rd 5

4th 6

5th 7

SANGUINE

By 14th level, you can wield your own blood like a vicious lash. Once per round, when you cast a spell which deals damage to a creature that is under the effect of your hex, you can choose to lose hit points to increase the amount of damage dealt. For every 5 hit points you lose you can add 2d8 necrotic damage to the damage roll, up to a maximum of 6d8 damage. This feature only applies to a hostile creature which is the sole target of your hex.

Purple magic

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

Purple Magic Bonus Spells

Spell Level Spells

1st charm person, silent image

2nd enthrall, invisibility

3rd hypnotic pattern, major image

4th confusion, private sanctum

5th modify memory, seeming

HEX: HALLUCINATION

Starting at 3rd level, you can infect the minds of other creatures. As an action, choose one creature you can see within 60 feet to make a Wisdom saving throw. A creature that is immune to being charmed automatically succeeds on this saving throw. On a failed save, the target's perspective of the world distorts into a horrific and alien place. The creature has a -1 penalty on all attack rolls and ability checks it makes. Whenever the creature begins its turn, the penalty on all attack rolls and ability checks increases by 1, up to a maximum penalty of -5 . This effect lasts until the end of your next turn.

FALSE AUTHORITY

By 6th level, as an action, you can wrap yourself in an illusory air of expectation. Any creature which sees you perceives you as a figure of authority. A blacksmith might see you as a guild master, whereas a soldier might see you as a captain. The changes perceived by a viewer fail to hold up to physical inspection. This illusion lasts for 1 hour or until you end it on your turn (no action required). To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC. Once you use this ability, you can't use it again until you finish a short or long rest.

DECEITFUL TRANSPOSITION

Starting at 10th level, you can use your bonus action to create an illusory disguise over two creatures within 60 feet of you, making it seem as if they have teleported and switched places. The disguise makes it seem that the creatures are in one another's spaces, moving all sounds, smells, and other effects caused by each creature to their correct points of origin. Creatures under the effect of the disguise do not perceive any part of the illusion. A creature can use its 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 for 1 minute, and ends early when one of the illusory creatures takes damage, or if one of the creatures performs any physical interaction which reveals itself to be an illusion. Once you use this ability, you can't use it again until you finish a short or long rest.

WAKING NIGHTMARE

By 14th level, you can warp everything a creature sees into a hellscape, full of terrible creatures that wish them harm. When a creature fails its saving throw against your Hallucination hex, you can further distort its mind, causing it to lose the ability to distinguish friend from foe, regarding all creatures it sees as enemies until the hex ends. Whenever the hexed creature chooses a target for an attack, spell, or other ability, it must choose the target at random from among the creatures it can see within range.

The hexed creature must always use its reaction to make an opportunity attack, if a creature provokes one.

This effect ends after 1 minute. Once you use this ability, you can't use it again until you finish a long rest.