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.

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