

COMPLETE WITCH



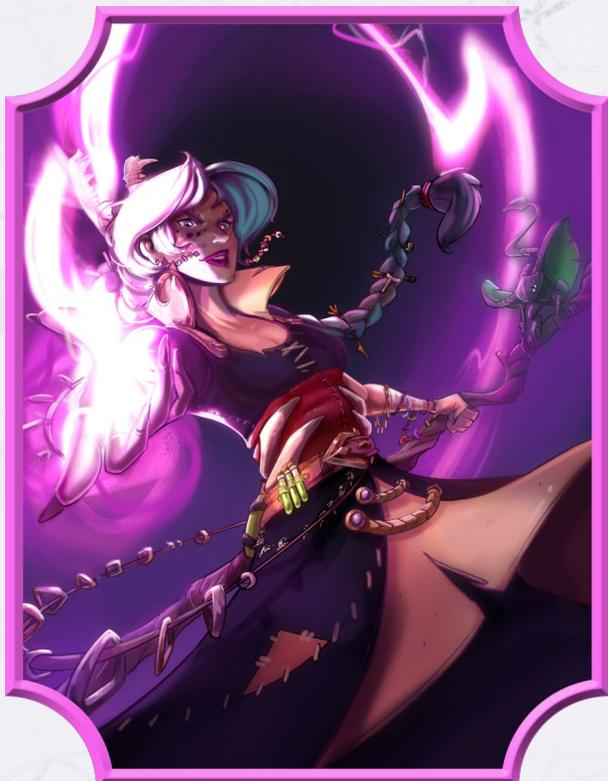
**The Definitive
Insidious, Cursed Class
by Mage Hand Press**



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ON THE COVER

Kirby Jackson illustrates an iconic witch and her pet grep familiar, Echo. She'll put a hex on you!

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CHAPTER 1: WITCH

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

A young girl sits underneath a tree, far from where the other children play. She glances about to make sure no one is watching, and snaps her fingers once to the empty air. After a moment of silence, a black cat appears around the tree's bend and locks eyes with the girl, staring with a strange intelligence for a long moment. She gestures at one of the playing children, a heavysset 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 under 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 grueling effort, they can warp this power into spells to wrack others with the same torture that 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. 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.

CREATING A WITCH

Creating a witch necessarily involves a powerful, malicious curse in your backstory. Who cast it? Did you take a curse upon yourself for power? Was your entire lineage cursed generations ago, leading to a bloodline of witches, or did another spellcaster use sinister, forbidden magic to curse you for life? Decide on the nature of your witch's curse and think about how you relate to it. 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 *hideous laughter* and *thunderwave* spells. Choose the Hideous witch's curse, and the Evil Eye and Misfortune hexes. Lastly, choose any background which illustrates your life before being cursed.

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

CLASS FEATURES

As a witch, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per witch level

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

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, blowguns, shortswords, and whips

Tools: Alchemist's supplies, poisoner's kit

Saving Throws: Wisdom, Charisma

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

EQUIPMENT

You start with the following equipment, in addition to the equipment granted 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

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 witch 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 from the options below.

Burned. Almost all of your body has been scorched by arcane flames, leaving you with striking black scars and embers of magic that burn under the skin. As a result, you have resistance to fire damage, and you know the *produce flame* cantrip, which doesn't count against your 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. 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 of you 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, gaining temporary hit points equal to your Charisma modifier + your witch level (minimum of 1).

MALE AND FEMALE WITCHES

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



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 disease.

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.

Insanity. Your mind is cracked, allowing your thoughts to leak out for others to hear. 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.

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 don't 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 the poisoned condition.

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

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

You can learn a number of powerful incantations, known as hexes, derived from the same insidious magic that 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 reach certain levels in this class, 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 requires an attack roll or saving throw, it uses your spell attack modifier and spell save DC. All hexes require either verbal or somatic components (your choice at the time of casting the hex).

Unless otherwise noted, if a hex lasts for a duration, you concentrate on it as you would a spell. You lose your concentration on a hex if you cast another hex; however, you can concentrate on a hex and a spell at the same time, making only one Constitution saving throw to maintain your concentration on both.

CAKCLE

At 2nd level, you can use your bonus action to cackle. The duration of a hex on which you are concentrating extends by 1 round. If the hex has one or more target, a target must be within 60 feet of you for the hex's duration to extend for it.

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.

FAMILIAR

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

- Your familiar takes its turn immediately before or after your turn each round (your choice).
- Once on each of your turns as an action or a bonus action, you can mentally command your familiar to use its reaction to make one attack.
- You can use the *find familiar* spell to deliver spells that have ranges other than touch through your familiar.
- When you cast the spell, 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, rag doll, sprite, tin soldier, winter wolf pup, and yarn golem. The statistics for these creatures can be found in Chapter 2.

WITCH'S CRAFT

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

WITCH FAMILIAR

As a witch, familiars you summon are imbued with your insidious magic, granting them the following benefits:

- Your familiar can use your spell attack modifier for its attack rolls.
- Your familiar adds your proficiency bonus to its Armor Class, saving throws, and damage rolls.
- You add twice your witch level to your familiar's hit point maximum.

If your craft grants you a hex at any level, it doesn't count against your total number of hexes known.

CRAFT SPELLS

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

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

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 that is the sole target of your hex.

IMPROVED FAMILIAR

At 7th level, your familiar's attacks count as magical for the purpose of overcoming damage resistance and immunity to nonmagical attacks and damage. Additionally, you can choose the following forms for your familiar: brass dragon wyrmling (can't use its breath weapon), fright, grep, imp, or quasit. The statistics can be found in Chapter 2.

DYING CURSE

Beginning at 9th level, when a creature reduces you to 0 hit points but doesn't kill you outright, you can lay a nefarious curse upon it. The creature is cursed for up to 24 hours. While cursed, the creature has disadvantage on attack rolls, ability checks, and saving throws. If you regain consciousness or the creature is targeted by the *remove curse* spell, the curse ends at the end of the creature's next turn.

Once you use this feature, 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. Creatures have disadvantage on saving throws against your hexes.

HEXES

The Hexes below are presented in alphabetical order.

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 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 material components. Once you cast this spell in this way, 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 are increased by an amount equal to 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 you can see within 60 feet of you to make a Constitution saving throw. On a failed save, whenever the 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 that you can see within 60 feet of you. If the 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 again until you finish a short or long rest.

DUPPLICITY

As an action, you can create an illusory duplicate of yourself, 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 number, 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 within 60 feet of you that can see you 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 that you can see within 60 feet of you. 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 (as per the *invisibility* spell). 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 speed is reduced to 10 feet until the end of your next turn. If the creature is flying, it falls, unless it has the ability to hover or it is being held aloft by magic.

KNOWING

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

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

You learn that piece of information for each creature within 30 feet of you. 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 in a 30-foot radius centered on the point where you cast this hex into murky swamp, which is difficult terrain. You and your familiar 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 of you. Until the end of your next turn, whenever this creature rolls a 20 on a d20 roll, the roll instead becomes a 1.

HEXES AND MAGIC

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.

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 of you 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 by succeeding on a Strength check against your spell save DC.

POX

As an action, choose one creature you can see within 5 feet of you 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 of you 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 of you 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 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 your turn, you can choose which direction the object moves. The object has an AC of 10, if its AC wasn't 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 of you 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 that 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 of you 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 miniature earthquake. Each creature on the ground within 10 feet of you must succeed on a Dexterity saving throw or be knocked prone.

WARD

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

GRAND HEXES

The grand hexes below are presented in alphabetical order. Unless otherwise stated, if a grand hex requires an attack roll or saving throw, it uses your spell attack modifier and spell save DC. Grand hex features don't 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 any number of alchemy points to brew potions. These potions retain potency for 24 hours, after which they become inert. If a potion calls requires 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 that 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 a 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 spells as normal. 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 modifiers and spell save DCs. A coven member can't cast spells of a level for which it doesn't personally have 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	<i>bane, hideous laughter</i>
2nd	<i>invisibility, ray of enfeeblement</i>
3rd	<i>bestow curse, counterspell</i>
4th	<i>banishment, polymorph</i>
5th	<i>contagion, scrying</i>

DUAL HEX

When you cast a hex that targets one creature other than yourself, 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, and your maximum for this score increases to 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 AC equals 10 + your Dexterity modifier + your Charisma modifier, as long as you aren't wielding a shield. You can use this calculation to determine your AC if the armor you wear would leave you with a lower AC.
- You gain two natural melee weapons, corresponding to your familiar's attacks. You are proficient with these weapons, and use Charisma for their 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 for 1 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 + 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 (if the apple is fed to you as an action), or poisoned.

However, the apple is suffused with your insidious magic. If a creature other than yourself eats the apple, it doesn't gain any benefits and instead must make a Wisdom saving throw 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 becomes nonmagical if it isn't eaten within 24 hours. Once you produce a magical 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 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 grand hex, 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—such as a broom, cauldron, or rug—to fly for you. You gain a flying speed of 60 feet while holding this item, as long as you aren't wearing medium or heavy armor, or wielding a shield. You can only enchant one object using this ability at a time, and if you target another object using it, the enchantment on the previous object ends.

WITCH'S HUT

You can perform a 24-hour ritual to enchant a structure that 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 dwelling, as per the *magnificent mansion* 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 an 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 24-hour ritual to end the enchantment on your previous structure and enchant a new one.

WITCH'S CRAFTS

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

Each craft has a number of Craft Spells. New spells are marked with an asterisk.

BLACK MAGIC

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

BLACK MAGIC BONUS SPELLS

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

HEX: 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 of you to make a Constitution saving throw. On a failed save, the creature takes 1d4 necrotic damage at the start of its next turn, and its hit point maximum is reduced by an amount equal to the 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 that 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 feature, 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 of your familiar 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 damage on a successful one, and its hit point maximum is reduced by an amount equal to the necrotic damage taken. A target dies if this effect reduces its hit point maximum to 0. Once you use this feature, 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	<i>hellish rebuke, hollowing curse*</i>
2nd	<i>acid arrow, hold person</i>
3rd	<i>ruby-eye curse*, vampiric touch</i>
4th	<i>blight, dominate beast</i>
5th	<i>cloudkill, dominate person</i>

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 of you 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 is missing any of its 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 that requires material components that don't have a cost indicated, you can replace the material components with a drop of blood.

ARCANE BLOODLETTERING

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 of you that are missing any of their 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 within the last 24 hours.

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 that 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 deal an extra 2d8 necrotic damage to the creature, to a maximum of 6d8 damage. This feature only applies to a hostile creature that is the sole target of your hex.

BLUE MAGIC

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

BLUE MAGIC SPELLS

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

The Cantrips Known and the Spells Known columns of the Witch table shows how the maximum number of cantrips and spells of 1st level or higher you can learn through Blue Magic. The number of spells of 1st level or higher that you can learn increases by an additional 4 at 3rd level (8 spells known), and an additional 2 at 5th level (12 spells known), 7th (16 spells known), and 9th level (20 spells known).

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

HEX: ARCANES AWARENESS

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

TURQUOISE EFFICIENCY

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

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

COPYCAT

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

CERULEAN REFLECTION

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

FRAGRANT MAGIC

Magic based on the swirling smoke of strong-smelling herbs has been practiced since the time of ancient wood 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 which disorientate and kill.

FRAGRANT MAGIC BONUS SPELLS

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

HEX: FRAGRANT AURA

When you choose this craft at 3rd level, you master a hex that generates aromatic scents. As an action, you can emanate a fragrant aura in a 30-foot radius sphere centered on yourself, which lasts until the end of your next turn. This hex has no effect on creatures that don't breathe. When you create the aura, choose one of the following scents:

Frankincense. Each creature you choose within the aura has advantage on Wisdom checks and saving throws. Additionally, fiends and undead creatures within the area within the aura have disadvantage on attack rolls and saving throws.

Smelling Salts. Each unconscious creature you choose within the area is aroused from slumber if it has at least one hit point. Additionally, each creature within the area has advantage on saving throws against being charmed or magically put to sleep.

Sulfur. Each creature you choose within the aura has disadvantage on Constitution checks and saving throws.

SMOKE RINGS

Also at 3rd level, whenever you create smoke, such as when you burn herbs or incense, you can shape it in any manner you choose in the brief moments before it floats away.

AROMATHERAPY

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

A block of incense is worth 2 gp and contains 10 sticks of incense, each worth 2 sp. More exotic or valuable varieties of incense exist, and can be purchased to replace more expensive material components.

DIZZYING FOG

Beginning at 10th level, as an action, you can release a 20-foot radius cloud of multi-hued smoke centered on yourself. The area of the smoke is heavily obscured, but dissipates fully at the end of your turn. Each creature you choose within the area must make a Wisdom saving throw or be dazed for up to 1 minute. A dazed creature has disadvantage on attack rolls and Dexterity saving throws. Any creature that is immune to being

stunned is also immune to being dazed. An affected creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

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

OLFACTORY AURORA

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

GINGERBREAD MAGIC

Witches that learn the fine details of Gingerbread Magic become masters in all things confectionery. Some witches, particularly those with a sweet tooth of their own, use their magic to bring joy to others: for example, turning pebbles into gumdrops, and giving them to children. Evil gingerbread witches, however, have a penchant for cruelty, and use their delectable powers to tempt others into traps, or to transform their valuables into sweet treats.

GINGERBREAD MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>hideous laughter, sleep</i>
2nd	<i>arcane lock, protection from poison</i>
3rd	<i>create food and water, tiny hut</i>
4th	<i>confusion, hallucinatory terrain</i>
5th	<i>animate objects, dream</i>

HEX: SWEET TOOTH

Starting when you choose this craft at 3rd level, your touch can make anything sweet. As an action, you can touch a nonmagical object that isn't being worn or carried by another creature that can fit within a 1-foot cube and transform it into an edible candy replica. You choose the type of candy it is made out of, whether it be gingerbread, candy cane, licorice, or a combination of various candies. If the candy is not eaten by the end of your next turn, it reverts to its original material.

GINGERBREAD FAMILIAR

Also at 3rd level, when you summon your familiar, you can conjure a version of it made from gingerbread. Your gingerbread familiar has the same statistics as it normally would, but it has blindsight with a range of 10 feet and the following traits:

Distracting Aroma. A hostile creature that is within 5 feet of the familiar has disadvantage on attack rolls against creatures other than it.

False Appearance. While the familiar remains motionless, it is indistinguishable from an ordinary gingerbread construction.

Fragile. Your familiar only adds your witch level, instead of twice your witch level, to its maximum hit points.

SUGAR RUSH

By 6th level, as a bonus action, you can give an ally you touch a burst of quickly-fading energy. The creature can take the Dash action or Disengage action as a bonus action on its next turn.

CANDIED DECOY

Starting at 10th level, you can use your action to conjure an identical duplicate of yourself, created from chocolate, candy, and other sweet treats, in an empty space within 5 feet of you. You can choose to swap places with the decoy when you conjure it. The decoy is a construct with AC 10 and 20 HP, and ability scores equal to yours. It is immune to poison and psychic damage. It appears at first to be indistinguishable from you, but cracks in its candy shell appear when it takes damage. The decoy moves with your walking speed to a location that you choose when you move, but can't speak or take actions, bonus actions, or reactions. The decoy collapses into an inanimate pile of candy when it is reduced to 0 HP, or after 1 minute. Once you use this ability, you can't use it again until you finish a long rest.

CANDY LAND

By 14th level, as an action, you can transform a whole area into a field of confectionary delights. Choose a point you can see within 120 feet. For the next 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. If a candy object is not eaten by the end of the duration, it reverts to its original material.

Additionally, inside this area, everything appears to be joyous and colorful; the grass is made of licorice and the clouds are made of candy floss. Whenever you begin your turn in the area, you and your familiar each regain 5 hit points. You don't gain this benefit if you have 0 hit points, and your familiar doesn't gain this benefit if it is at 0 hit points or is dismissed.

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

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 to do their bidding.



GREEN MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>entangle, goodberry</i>
2nd	<i>barkskin, locate animals or plants</i>
3rd	<i>conjure animals, plant growth</i>
4th	<i>conjure woodland beings, stonewood</i>
5th	<i>awaken, tree stride</i>

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 hit point maximum.

TWIN FAMILIAR

By 6th level, 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 bonus action to command one twin to attack and your action to command the other to attack. A spell or feature that 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 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 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, 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

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

LUNAR MAGIC BONUS SPELLS

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

HEX: LUNACY

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

UNDER COVER OF DARKNESS

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

EVERLASTING NIGHT

At 10th level, you can use your accursed powers to suppress light around you. As an action, you can cause all areas of direct sunlight within 300 feet of yourself to become bright light, bright light to become dim and dim light to become total darkness for ten minutes. Sources of light are still visible; only the illumination they provide is reduced.

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

MOONSIGHT

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

PURPLE MAGIC

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

PURPLE MAGIC BONUS SPELLS

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

HEX: HALLUCINATION

Starting when you choose this craft at 3rd level, you can infect the minds of other creatures. As an action, choose one creature you can see within 60 feet of you 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 takes a -1 penalty to all attack rolls and ability checks it makes. At the start of each of the creature's turns while affected by this hex, this penalty 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 that can see 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 feature, 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 appropriate points of origin. Creatures under the effect of this disguise don't 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 it ends early if one of the illusory creatures takes damage, or if one of the creatures performs any physical interaction that reveals itself to be an illusion.

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

RED MAGIC

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.

RED MAGIC BONUS SPELLS

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

HEX: IMPERIL

Starting at 3rd level, you know how to strip away your foes' magical defenses. As an action, choose one creature you can see within 60 feet of you to make a Constitution saving throw, and choose any one damage type. On a failed save, the creature loses resistance to the chosen damage type until the end of your next turn, or is treated as only having resistance, if it has immunity to that damage type.

CONVOLUTE ENERGY

At 6th level, whenever you cast a spell that deals acid, cold, fire, lightning, or thunder damage, you can gain resistance to that damage type until the end of your next turn.



INVULNERABILITY

Beginning at 10th level, when an attacker that you can see hits you with an attack, you can use your reaction to briefly become all but invulnerable. The damage you take from the attack is reduced by 50.

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

ELEMENTAL ANNIHILATION

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

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

SKY MAGIC

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

SKY MAGIC BONUS SPELLS

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

HEX: LIGHT HEELS

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

CORVID FAMILIAR

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

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

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

HEX: VORTEX

At 10th level, you can tangle the winds into a howling vortex. As an action, you can create a 5-foot radius sphere of twisting wind, centered on yourself. This area is difficult terrain for creatures other than yourself. The winds force fog, cloud, and other gases out of the area, as well as Small or smaller flying creatures or objects, which are directed upwards, above the sphere of wind. Attacks through this area using arrows, bolts, or other projectiles have disadvantage. Heavy projectiles, such as boulders and ballista bolts, are unaffected.

CLOUD DANCER

When you reach 14th level, your affinity for the skies grants you a supernatural grace while airborne. Whenever you are flying, falling, or levitating and are hit by an attack, you can roll a d4. On a 4, the attack misses.

STEEL MAGIC

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.

STEEL MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>heroism, shield</i>
2nd	<i>heat metal, magic weapon</i>
3rd	<i>blink, haste</i>
4th	<i>death ward, freedom of movement</i>
5th	<i>flame strike, telekinesis</i>

BONUS PROFICIENCIES

Beginning when you choose this craft at 3rd level, you gain proficiency with all martial melee weapons that lack the Heavy or Special property.

HEX: MALEVOLENCE

Also at 3rd level, you have learned a secret hex associated with the rites of forgotten covens. You can use your bonus action to shroud yourself with an evil smog until the end of your next turn. Your concentration on this hex can't be broken as a result of taking damage. You gain the following benefits:

- Your AC equals 12 + your Dexterity modifier + your Charisma modifier, as long as you aren't wielding a shield. You can use this calculation to determine your AC if the armor you wear would leave you with a lower AC.
- When you make an attack with a melee weapon that lacks the Heavy or Special property, you can use your Charisma modifier, instead of Strength or Dexterity, for its attack and damage rolls.
- Whenever you take damage from a creature you can see that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

CACKLING KILLER

At 6th level, when you use your Cackle feature, you can attack twice, instead of once, if you take the Attack action on that turn.

SOULSWORD FAMILIAR

Starting at 10th level, as a bonus action, you can draw the essence of your familiar into your weapon, manifesting in a cloak of green flame. Your familiar is dismissed, and can't be resummoned until you finish a short or long rest. Until your familiar is resummoned, this weapon deals an extra 1d8 fire damage on a hit.

SHRIEKING STRIKE

Starting at 14th level, your accursed magic has seeped into your weapon. Once per turn, when you hit a creature with a melee weapon attack, you can perform a shrieking strike. The target must succeed a Wisdom saving throw against your spell save DC or be frightened of you for up to 1 minute. The target can repeat this saving throw at the end of its turn, ending the effect on itself on a success.

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.

TEA MAGIC

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

TEA MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>hideous laughter, sanctuary</i>
2nd	<i>augury, calm emotions</i>
3rd	<i>clairvoyance, sending</i>
4th	<i>divination, private sanctum</i>
5th	<i>legend lore, scrying</i>

HEX: TASSEOGRAPHY

Starting when you choose this craft at 3rd level, you can see glimpses of the future in your tea leaves. As an action, choose a friendly creature you can see within 60 feet of you, roll a d20, and record the number rolled. Until the end of your next turn, you can replace any attack roll, saving throw, or ability check made by the creature with this foretelling roll. You must choose to do so before the roll. Once you replace a roll in this way, this hex ends.

TEA CEREMONY

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

SHAPES AND OMENS

By 6th level, 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.

HERBAL REMEDY

At 10th level, you can cast the *greater restoration* spell without using a spell slot or material components. Once you use this feature, you must finish a short or long rest before you can use it again.

INVIGORATE

By 14th level, as a bonus action, you can give yourself or a friendly creature you can see within 5 feet of you a temporary rush of energy by drinking an energizing cup of tea. On the target's next turn, the target can take one additional action.

Once you use this feature, you must finish a long rest before you can use it again.

TECHNICOLOR MAGIC

Technicolor Magic witches draw their power from the friendships they find around them. 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 relentlessly positive outlook, which empowers their arcana and spurs on their allies.

TECHNICOLOR MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>color spray, speak with animals</i>
2nd	<i>animal messenger, warding bond</i>
3rd	<i>fly, sending</i>
4th	<i>freedom of movement, locate creature</i>
5th	<i>telepathic bond, teleportation circle</i>

ANIMAL FRIENDS

Starting when you choose this craft at 3rd level, you have advantage on Wisdom (Animal Handling) checks you make to befriend Beasts. You can use your Charisma, instead of Wisdom, for these checks if the creature is Small or smaller. If you adopt a Beast as a pet, you can temporarily dismiss it into an extradimensional space, as you would a familiar.

HEX: MUSICAL INTERLUDE

At 3rd level, you gain a hex that inspires your allies with an uplifting speech or an encouraging musical number. As an action, you can grant each willing creature you can see that can see you within 30 feet of you a number of temporary hit points equal to your Charisma modifier + half your witch level. These temporary hit points last until the end of your next turn.

FRIENDSHIP BRACELET

Beginning at 6th level, as an action, you can weave a small bracelet of string, beads, or some other inexpensive material. You can always determine the location of a creature wearing one of these bracelets, as long as you and it are on the same plane of existence. You can target the creature with spells and effects as if you could see it, even if the target is obscured from your view.

POSITIVITY

Starting at 10th level, you can leverage your bonds of friendship for protection. When an attacker that you can see hits you with an attack, you can use your reaction to gain a bonus to your Armor Class equal to the number of friendly creatures within 5 feet of you, 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.

REDEMPTIVE ARC

Beginning at 14th level, you can redeem your foes, instead of slaying them. When a hostile creature you can see is reduced to 0 hit points, you can use your reaction to protect the creature from further harm. The creature is stable but unconscious until 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 loses one of its Bonds or Flaws that inspired it to be hostile toward you.

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

WHITE MAGIC

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

WHITE MAGIC BONUS SPELLS

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

HEX: REMEDY

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

TALISMAN OF PROTECTION

At 6th level, you can craft a magical talisman that wards off harm. Creating a talisman takes 1 hour of work, which can be performed over the course of a short rest. You can only have one of these talismans at a time; crafting a new talisman causes the previous one to become mundane. Any creature wearing the talisman can add a d4 to all saving throws it makes.

BENEVOLENT SURGE

At 10th level, when you, your familiar, or one of your allies you can see within 30 feet of you takes damage, you can use your reaction to cause that creature to regain hit points equal to 1d10 + your Charisma modifier.

Once you use this feature, you must finish a short or long rest before you can use it again.

WITCH'S GIFT

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

CHAPTER 2: FAMILIARS

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

focus while conjuring to bring forth creatures from the furthest reaches of the multiverse or to bestow sentience on an inanimate object.

BRASS DRAGON WYRMLING

Medium Dragon, Typically Chaotic Good

Armor Class 16 (natural armor)

Hit Points 16 (3d8 + 3)

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

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

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

Skills Perception +4, Stealth +2

Damage Immunities fire

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

Languages Draconic

Challenge 1 (200 XP)

ACTIONS

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

DEATH SNAIL

Tiny Monstrosity, Typically Neutral Evil

Armor Class 14 (natural armor)

Hit Points 11 (2d4 + 6)

Speed 10 ft., climb 10 ft.

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

Damage Resistance fire

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Leech. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 4 (1d8) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BRASS DRAGON WYRMLING

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

DEATH SNAIL

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

FLYING BOOK

Tiny construct, Unaligned

Armor Class 13 (natural armor)

Hit Points 2 (1d4)

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

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

Damage Vulnerabilities fire

Damage Immunities poison, psychic

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

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

Languages —

Challenge 0 (10 XP)

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

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

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

FRIGHT

Small Undead, Typically Chaotic Neutral

Armor Class 12

Hit Points 21 (6d6)

Speed 0 ft., fly 40 ft. (hover)

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

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1 (200 XP)

Incorporeal Movement. The 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 Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



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

GREP

Tiny monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 19 (6d4 + 4)

Speed 15 ft., fly 50 ft.

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

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

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Understands Common and

Undercommon but can't speak

Challenge 1 (200 XP)

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

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

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

ACTIONS

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

given the name of an important object and sent to find it, returning a short time later with its prize.

HOMUNCULUS

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

IMP

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

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, 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.

HOMUNCULUS

Tiny construct, neutral

Armor Class 13 (natural armor)

Hit Points 5 (2d4)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

Damage Immunities poison

Damage Vulnerabilities fire

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 0 (10 XP)

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

ACTIONS

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

IMP

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

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

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

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

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

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

ACTIONS

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

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

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.



MOON JELLY

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 – 1)

Speed 0 ft., swim 25 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

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

Water Breathing. The moon jelly can only breathe underwater.

MOCK

Tiny monstrosity (shapechanger), neutral

Armor Class 11

Hit Points 18 (4d4 + 8)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	12 (+1)	14 (+2)	4 (–3)	13 (+1)	6 (–2)

Skills Stealth +5

Damage Resistances acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Shapechanger. The mock can use its action to polymorph into an object or back into its true, amorphous form. It can only take the appearance of Tiny objects and prefers the form of gold coins and jewels. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A creature that picks up the mimic can't drop it unless it succeeds on a DC 9 Strength check, made with disadvantage. The mimic can only adhere to one creature at a time. The mimic has advantage on attack rolls against any creature adhered to it.

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage plus 3 (1d6) acid damage. If the mock is in object form, the target is subjected to its Adhesive trait.



PET ROCK

Tiny elemental, unaligned

Armor Class 15 (natural armor)

Hit Points 5 (1d4 + 3)

Speed 0 ft.

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

Damage Vulnerability thunder

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

Damage Immunities necrotic, poison, psychic

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

Senses passive Perception 7

Challenge 0 (10 XP)

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

Just a Rock. The pet rock counts as an object for the purposes of spells and magical effects. Additionally, the rock can't take actions that aren't specified in its statistics, and its speed can't be increased.

PSEUDODRAGON

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

QUASIT

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

PSEUDODRAGON

Tiny dragon, neutral good

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 15 ft., fly 60 ft.

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

Skills Perception +3, Stealth +4

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

Languages understands Common and Draconic but can't speak

Challenge 1/4 (50 XP)

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

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

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

ACTIONS

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

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

QUASIT

Tiny fiend (demon, shapeshifter), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

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

Skills Stealth +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

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

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

ACTIONS

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

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

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

RAG DOLLS

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.

SPRITE

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

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.

RAG DOLL

Tiny construct, neutral good

Armor Class 11

Hit Points 2 (1d4)

Speed 20 ft.

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

Skills Persuasion +3, Stealth +3

Damage Vulnerabilities fire

Damage Immunities poison, psychic; bludgeoning from nonmagical attacks

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 7

Languages —

Challenge 0 (10 XP)

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

Mimicry. The rag doll can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 11 Wisdom (Insight) check.

ACTIONS

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

SPRITE

Tiny fey, neutral good

Armor Class 15 (leather armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

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

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

ACTIONS

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

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

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

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

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.

TIN SOLDIER

Tiny construct, lawful neutral

Armor Class 14 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 30 ft.

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

Skills Perception +2

Damage Immunities poison, psychic

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/8 (25 XP)

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

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

ACTIONS

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

Rifle (Recharge 6). *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

WINTER WOLF PUP

Tiny monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 7 (2d6)

Speed 45 ft.

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

Skills Perception +3, Stealth +3

Damage Resistance cold

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

YARN GOLEM

Tiny construct, chaotic neutral

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft.

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

Damage Resistances piercing

Damage Immunities poison, psychic

Condition Immunities poisoned

Senses passive Perception 10

Languages —

Challenge 0 (10 XP)

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

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

ACTIONS

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



CHAPTER 3: SPELLS

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

The chapter begins with the witch's spell list. New spells on this spell list are marked with an asterisk. Following the spell list are descriptions for new spells and a collection of powerful, story-oriented spells called Dark Rituals.

WITCH SPELLS

CANTRIPS (0 LEVEL)

acid splash
candy blast*
chill touch
dancing lights
eldritch orb*
hocuspocus*
mage hand
message
minor illusion
minor lifesteal*
prestidigitation
produce flame
resistance
spare the dying
true strike

1ST LEVEL

accursed act*
animal friendship
bane
charm person
comprehend languages
curse of chains*
curse of tomes*
detect magic
disguise self
expeditious retreat
face swap*
faerie fire
flawed reconstruction*
hideous laughter
hollowing curse*
prehensile hair*
protection from evil and good
psychedelics*
silent image
sleep
thunderwave
unseen servant

2ND LEVEL

animal messenger
blindness/deafness
calm emotions
curse ward*
darkness

darkvision
detect thoughts
enthrall
hold person
intrusive thought*
invisibility
knock
levitate
locate object
misty step
protect threshold*
ray of enfeeblement
see invisibility
shatter
spider climb
suggestion

3RD LEVEL

bestow curse
clairvoyance
counterspell
curse of blades*
dispel magic
fear
fly
hypnotic pattern
magic circle
major image
nondetection
remove curse
restore youth*
ruby-eye curse*
sending
slow
speak with dead
speak with plants
stinking cloud
tongues

4TH LEVEL

arcane eye
banishment
black tentacles
compulsion
confusion
curse of aging*
dimension door
dominate beast
greater invisibility

hallucinatory terrain
locate creature
phantasmal killer
polymorph
soul bond*

5TH LEVEL

contagion
curse weapon*
dispel evil and good
dominate person
dream
geas
hold monster
insect plague
mislead
modify memory
pharaoh's curse*
planar binding
scrying
seeming
telekinesis

6TH LEVEL

corruption curse*
demand*
elemental curse*
eyebite
flesh to stone
frenzy*
guards and wards
mass suggestion
programmed illusion
true seeing

7TH LEVEL

curse of binding*
etherealness
mirage arcane
project image
plane shift
sequester
symbol
teleport

8TH LEVEL

antipathy/sympathy
dominate monster
feblemind
glibness
mind blank
power word stun

9TH LEVEL

astral projection
foresight
identity curse*
imprisonment
secret enclave*
true polymorph
weird



SPELL DESCRIPTIONS

The following spells are represented in alphabetical order.

ACCURSED ACT

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

Lighting a candle, you speak dark curses in a lost tongue, directed at one creature you can see within range. That creature must make a Wisdom saving throw or be cursed for the duration. While cursed, the creature takes psychic damage once per turn equal to $1d8 +$ your spellcasting ability modifier whenever it attacks or casts a spell. If the target doesn't attack or cast a spell on its turn, it can repeat their saving throw at the end of their turn, ending the effect on a success.

A *remove curse* spell ends this curse early.

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

CANDY BLAST

Conjuration cantrip

Casting Time: 1 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 target you can see within range. Make a ranged spell attack roll. On a hit, the target takes $1d8$ bludgeoning damage, and the space it is standing in, up to a 5-foot square, becomes difficult terrain until a creature uses an action to gather up the fallen candy. The candy produced by this spell is edible, but has no nutritional value.

This spell's damage increases by $1d8$ when you reach 5th level ($2d8$), 11th level ($3d8$), and 17th level ($4d8$).

CORRUPTION CURSE

6th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

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

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

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

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

A *remove curse* spell cast using a spell slot of 6th level or higher ends this curse early.

CURSE OF AGING

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Until dispelled

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

A *remove curse* spell ends this curse.

CURSE OF BLADES

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

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

A *remove curse* spell ends this curse early.

CURSE OF BINDING

7th-level enchantment (ritual)

Casting Time: 1 action

Range: 60 feet

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

Duration: Until dispelled

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

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

A *remove curse* spell ends this curse.

CURSE OF CHAINS

1st-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

A black brand resembling iron shackles darkens the ankles of two creatures you can see. Choose two creatures you can see within range of the spell, and within 30 feet of each other, to each make a Constitution saving throw. A willing creature can choose to fail this saving throw. On a failed save, a

target is cursed for the duration. If only one target is cursed by this spell, you can use your action or bonus action on a subsequent turn to choose another target within 30 feet of the cursed creature to make a saving throw. While two creatures are cursed by this spell, they are unable to willingly move further away from each other.

A *remove curse* spell ends this curse early.

CURSE OF TOMES

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 24 hours

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

A *remove curse* spell ends this curse early.

CURSE WARD

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

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

CURSE WEAPON

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Until dispelled

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

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

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

d6 Effect

- 1 You fall prone and your turn ends immediately.
- 2 You are blinded until the end of your next turn.
- 3 You are deafened until the end of your next turn.
- 4 You are immediately teleported 20 feet in a random direction. If you would end up within a solid obstacle, you take 2d6 bludgeoning damage and end up as close to the destination as possible.
- 5 All food items within ten feet of you immediately spoil, becoming completely inedible.
- 6 The weapon transforms into a live goose (or another animal chosen by the GM), which is magically bound to your hand and cannot be removed by any means (except by ending the curse). It reverts to its original form after one minute.

A *remove curse* spell ends this curse.

DEMAND

6th-level enchantment

Casting Time: 1 action

Range: Unlimited

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

Duration: Concentration, up to 8 hours

You send a short message of twenty-five words or fewer to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message 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 message doesn't arrive.

You can use this message to suggest a reasonable-sounding course of activity to the target, in which case the target must make a Wisdom saving throw or be compelled to follow your instructions for the duration, as per the *suggestion* spell.

ELDRITCH ORB

Evocation cantrip

Casting Time: 1 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 each other creature within 5 feet of the target must make a Dexterity saving throw. On a failed save, a creature takes half as much damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

ELEMENTAL CURSE

6th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S,

Duration: Concentration, up to 1 minute

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

A *remove curse* spell ends this curse early.

FACE SWAP

1st-level transmutation (ritual)

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (a shrunken head)

Duration: 1 hour

You place an invisible mark a Large or smaller beast or a willing humanoid you can see within 60 feet with a special sigil. This sigil lasts for 1 hour, or until you mark another creature.

For the duration of the spell, you can use your action to trade faces with the marked creature. For the next minute, or until the target dies or you choose to end this spell on your turn (no action required), you are deaf and blind with regard to your own senses, and you cannot move, as your own body has a foreign face. During that time, your face replaces that of the marked creature, and you can see through its eyes, hear what it hears, and speak to those nearby. You gain none of the target's special senses. You can also control where the target moves, but you can't compel it to move into an obviously deadly hazard.

FLAWED RECONSTRUCTION

1st-level transmutation

Casting Time: 1 action

Range: Touch

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

Duration: Instantaneous

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

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

FRENZY

6th-level enchantment

Casting Time: 1 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. Choose a point you can see within range. Each creature within 20 feet of that point must make a Wisdom saving throw. On a failed save, a creature is frenzied for the duration. When a creature is frenzied, it draws a melee weapon, if it has one.

A frenzied creature must use its action at the beginning of its turn to attack a creature within its reach. It uses a melee weapon, if it has one, or an improvised weapon or unarmed strike if it doesn't. If multiple targets are within the creature's reach, it chooses its target randomly. If there is no target within the creature's reach, it attacks itself, against its own AC, dealing damage as normal on a hit.

At the end of its turn, a frenzied creature can repeat its saving throw, ending the effect on itself early on a success.

HOCUSPOCUS

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

You conjure minor paranormal phenomena and other ominous effects. You create one of the following magical effects within range for 1 minute:

- You cause all candles, torches, and other open flames to darken and flicker.
- 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.
- You create up to four torch-sized spectral, glowing orbs, which float around within range. The orbs do not provide light, apart from a dim glow.
- You can chill or warm the air in a 10-foot cube by 10 degrees.
- You cause small, unattended objects to rattle or levitate an inch off the ground.

If you cast this spell multiple times, you can have up to three of its effects active at a time, and you can dismiss such an effect as an action.

HOLLOWING CURSE

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Tendrils of black mist extend from your fingertips, latching onto a creature and draining its vitality. Choose a creature you can see within range to make a Dexterity saving throw. On a failed save, the target takes 2d6 necrotic damage and is cursed for up to one minute. On a successful save, the target takes half as much damage and is not cursed. While the target is cursed, you can use your action to deal 1d6 necrotic damage to it automatically. The curse ends early if you use your action to do anything else, if the target is ever outside the spell's range, or if the target has total cover from you. A *remove curse* spell also ends this curse.

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

IDENTITY CURSE

9th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Until dispelled

You extend a finger to a creature's temple, who then forgets its own name. Choose one creature you can touch to make a Wisdom saving throw. On a failed save, the target falls unconscious for 1 hour and is cursed to forget its identity. When the target awakens, it loses all its personal memories, though the target retains all of its general knowledge, proficiencies, and other statistics. The target won't realize it has any class features or special abilities, and so doesn't willingly make use of them. If left to its own devices, the target will quickly adopt a new name and begin to build a new identity.

A *remove curse* spell cast using a 9th-level spell slot ends this curse. When this curse ends, the target regains all its past memories.

INTRUSIVE THOUGHT

2nd-level transmutation

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

Range: 60 feet

Components: V, S

Duration: Instantaneous

As a reaction when a creature you can see within range uses its action to attack or takes the Dash, Dodge, or Disengage action, you can attempt to distort its thinking. The target makes a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, the creature takes an action of your choice from among those options, instead of the action it intended to take.

MINOR LIFESTEAL

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous



You drain life energy from a hostile creature you can see within range. The target must succeed on a Constitution saving throw or take 1d4 necrotic damage. You then gain temporary hit points equal to the amount of damage dealt, which last until you finish a long rest. This spell has no effect on Undead or Constructs.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

PHARAOH'S CURSE

5th-level necromancy

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Until dispelled

Opening your palm, you release a puff of dust, the pestilence of mummy rot. Choose one creature within range to make a Constitution saving throw. On a failed save, the target is cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 3d6 for every 24 hours

that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust.

The curse lasts until removed by a spell or magical effect that cures mummy rot. A *remove curse* spell cast using a spell slot of 5th level or higher also ends this spell.

PREHENSILE HAIR

1st-level transmutation

Casting Time: 1 action

Range: Self

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

Duration: 1 hour

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

PROTECT THRESHOLD

2nd-level abjuration (ritual)

Casting Time: 1 action

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 must make a Wisdom saving throw or take 4d6 psychic damage, or half as much on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

PSYCHEDELICS

1st-level illusion

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S, M (a mushroom)

Duration: 1 hour

For a moment, the colors around you shift in a rainbow swirl, before coming to rest far from their original hues. Each creature you choose within range must make a Dexterity saving throw. On a failed save, a creature has disadvantage on attack rolls until the end of its next turn. Additionally, the colors of all creatures and objects you choose within range change randomly and remain brightly and unnaturally colored for 1 hour.

RESTORE YOUTH

3rd-level transmutation (ritual)

Casting Time: 8 hours

Range: Touch

Components: V, S, M (gold dust worth at least 500 gp, which the spell consumes)

Duration: Instantaneous

You perform a long, complex ritual on another creature, reducing its apparent age by 3d10 years, to a minimum of 13 years. This effect does not extend the creature's lifespan.

RUBY-EYE CURSE

3rd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

A red haze clouds the eyes of a creature that meets your gaze. Choose one creature you can see within range to make a Constitution saving throw. On a failed

save, the creature is cursed for the duration. A cursed target can see normally out to 5 feet, but is blind beyond this radius.

A *remove curse* spell ends this curse early.

SECRET ENCLAVE

9th-level conjuration

Casting Time: 1 action

Range: 60 feet

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

Duration: 10 minutes

You conjure a shimmering, multicolored portal, large enough to admit Large or smaller creatures, which connects to a pocket dimension, much like the *demiplane* spell. The enclave is a cube with 900 foot sides and behaves as if it were part of the Feywild. The floor is made of earth that is fertile but cannot be burrowed through. When the spell ends, the portal into the enclave disappears, but the portal exiting it remains, appearing as an ornate gateway that cannot be destroyed by any means.

As long as you are within an enclave that you originally created, you can freely control the weather inside it, as per the *control weather* spell.

You or anyone else can create another portal leading back to the enclave by casting this spell again. However, once an enclave has been created, its location is fixed, and the portal can only be opened from that same location (or from within the enclave). The location of a *secret enclave* cannot be detected by divination magic of any kind, though a *wish* spell can reveal the location of the nearest enclave.

You can create *secret enclaves* within *secret enclaves*, but only if the original enclave was created by you.

SOUL BOND

4th-level necromancy (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (two nails from a coffin)

Duration: 24 hours

This spell forges a mortal connection between yourself and a humanoid creature that you touch. A target creature must be present for the entire time of casting. If the creature is unwilling, it must make a Constitution saving throw to resist the spell's effects.

For the duration, if you are reduced to 0 hit points, the target is also reduced to 0 hit points, and vice versa. This spell ends if you cast it again, or if you choose to dismiss it as an action.

DARK RITUALS

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

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

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

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

Spell Slots. All dark rituals can effectively be considered 10th level spells. Instead of requiring a single spell slot, a dark ritual drains all participating spellcasters of all their spell slots. If a spellcaster does not have all of its spell slots when it begins a dark ritual, the ritual fails just before it would be completed, consuming material components as normal.

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

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

APOCALYPSE

Dark ritual evocation

Casting Time: 24 hours

Spellcasters: 10 of 11th level or higher

Range: Self (100-mile radius)

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

Duration: 1 minute

You call upon the vilest forces to decimate the landscape, razing entire cities, leveling forests, and reducing mountains to rubble. When this ritual is completed, each participating spellcaster dies instantly and their souls are destroyed; a creature that has cast this ritual can only be returned to life by means of a *true resurrection* or *wish* spell.

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

BECKON THE DARK ONE

Dark ritual conjuration

Casting Time: 24 hours

Spellcasters: 7 of 15th level or higher

Range: Self

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

Duration: Instantaneous

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

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

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

Statistics for Erebus are at the end of this chapter.

BLACK SUN

Dark ritual transmutation

Casting Time: 8 hours

Spellcasters: 3 of 13th level or higher

Range: Unlimited

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

Duration: Concentration, until dispelled

Leaving only a ring of dim light in the sky, this spell blots out the sun and blankets the Material Plane in darkness, which brings with it plagues and dark omens. Grasses and trees begin to wither within 1 day, crops and livestock begin to die after 7 days, and natural sources of water become poisonous after 30 days (each creature drinking poisoned water must make a DC 18

Constitution saving throw or take 1d6 poison damage and be poisoned for a minute). If the sun remains dark for a year, every humanoid on the Material Plane takes 1d4 necrotic damage each day at dawn and the recently dead have a chance of rising from their graves. When a creature dies, there is a 10% chance of it reanimating as a zombie 24 hours after its death.

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

DELUGE OF LEGEND

Dark ritual conjuration

Casting Time: 8 hours

Spellcasters: 2 of 15th level or higher

Range: Unlimited

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

Duration: Concentration, up to 40 days

This spell throws open the floodgates of the Plane of Water, causing interminable rain and rising sea levels across the Material Plane. As this ritual is cast, dark storm clouds gather across the world and rains begins to fall, continuing for the spell's duration, swelling from a squall to a torrential downpour. Sea, lakes, and ocean levels rise, overflowing streams and ponds after 1 day, and rivers and lakes after 7 days, until all but the peaks of mountains are submerged underwater. Nonmagical structures that are not carved from stone are destroyed completely by the water, and creatures that do not escape to high ground or otherwise secure a boat which can weather the storm are almost certain to drown.

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

DEMON OF VENGEANCE

Dark ritual conjuration

Casting Time: 4 hours

Spellcasters: 1 of 5th level or higher

Range: 20 feet

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

Duration: Until dispelled

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

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

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

EARTHREND

Dark ritual transmutation

Casting Time: 24 hours

Spellcasters: 3 of 15th level or higher

Range: Self

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

Duration: Until dispelled

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

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

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

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

HATEFUL CURSE

Dark ritual necromancy

Casting Time: 4 hours

Spellcasters: 1 of 11th level or higher

Range: 1 mile

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

Duration: Until dispelled

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

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

This spell draws its sinister power from your life force. Once you cast it, you die of old age 10 years earlier than a normal member of your race.

MIASMA

Dark ritual necromancy

Casting Time: 8 hours

Spellcasters: 1 of 15th level or higher

Range: Self (100-mile radius)

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

Duration: Special

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

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

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

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

RITE OF LICHDOM

Dark ritual necromancy

Casting Time: 10 days

Spellcasters: 1 of 17th level or higher

Range: Self

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

Duration: Instantaneous

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

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

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

- You are now an undead creature.
- Your alignment changes to evil if it was not already.
- Your AC when not wearing armor is equal to 14 + your Dexterity modifier.
- You have resistance to cold, lightning, and necrotic damage, and immunity to poison damage as well as bludgeoning, piercing and slashing damage from nonmagical weapons.
- You are immune to being charmed, exhausted, frightened, paralyzed, and poisoned.
- You have truesight with a range of 120 feet.
- You gain the Legendary Resistance, Rejuvenation, Turn Resistance, and Paralyzing Touch traits from the lich stat block.
- You learn the spell *imprisonment* if you do not know it already. You can cast this spell without using a spell slot or spell components while holding

ELIXIR OF DEFILATION

Potion, legendary

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

PHYLACTERY

Wondrous item, legendary (requires attunement by a lich)

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

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

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

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

d10 The phylactery can be destroyed by

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

your phylactery.

- You no longer require air, food, drink, or sleep.
- You are immortal and can only be killed if your phylactery is destroyed.

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

TEMPORAL LOOP

Dark ritual transmutation

Casting Time: 1 week

Spellcasters: 1 of 17th level or higher

Range: Self (10-mile radius)

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

Duration: Special

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

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

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

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

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

EREBUS

Gargantuan Aberration (titan), Chaotic Evil

Armor Class 25 (natural armor)

Hit Points 553 (27d20 + 270)

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

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

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

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

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

Senses truesight 120 ft., passive Perception 17

Languages —

Challenge 30 (155,000 XP)

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

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

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

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

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

ACTIONS

Multiattack. Erebus can use its Frightful Presence and its Doom Burst. It then makes four attacks using Deadlight. Erebus can either gain advantage on two of its Deadlight attacks, or it can use its Obliterate ability.

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

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

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

Obliterate. Melee Spell Attack: +12 to hit, reach 15 ft., one target. Hit: The target is restrained as it is pulled into Erebus's teeth, and risks plunging into the Void beyond. At the beginning of each of the creature's turns, it must make a DC 21 Dexterity saving throw or take 21 (6d6) necrotic damage. On a successful save, the creature escapes the teeth and is no longer restrained. If the creature falls unconscious or fails three successive saves, it falls to its death and is disintegrated in the Void. No means, short of a wish spell, can return to life a creature slain by this ability.

LEGENDARY ACTIONS

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

Deadlight. Erebus makes one deadlight attack with advantage.

Move. Erebus moves up to half its movement speed.

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

UNDEAD PLAGUE

Dark ritual necromancy

Casting Time: 1 week

Spellcasters: 3 of 13th level or higher

Range: Self (100-mile radius)

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

Duration: 1 year

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

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

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

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

EREBUS

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

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

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

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

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

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

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

Its most striking characteristic, however, is its incredible maw. Occupying the entirety of what might otherwise be considered a face, Erebus's mouth is always open, ever-consuming, and lined with rows of sharp teeth. Even seeing into it pushes the mind to its breaking point: inside is the deepest black, a

strangely enticing Void, from which escapes no light. At its edges, space warps in strange ways, giving it the appearance that everything somehow is perched precariously, ready to fall into its gaping mouth.

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



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