

## WITCH CLASS



## THE WITCH

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Witch's Coven	2	2	2	—	—	—	—	—	—	—	—
2nd	+2	Craft Magic	2	3	3	—	—	—	—	—	—	—	—
3rd	+2	—	2	4	3	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	5	4	3	—	—	—	—	—	—	—
5th	+3	—	3	6	4	3	2	—	—	—	—	—	—
6th	+3	Coven Feature	3	7	4	3	3	—	—	—	—	—	—
7th	+3	Improved Find Familiar	3	8	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	3	9	4	3	3	2	—	—	—	—	—
9th	+4	—	3	10	4	3	3	3	1	—	—	—	—
10th	+4	Empowered Craft Magic	4	11	4	3	3	3	2	—	—	—	—
11th	+4	—	4	12	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	4	12	4	3	3	3	2	1	—	—	—
13th	+5	—	4	13	4	3	3	3	2	1	1	—	—
14th	+5	Ability Score Improvement, Coven Feature	4	13	4	3	3	3	2	1	1	—	—
15th	+5	—	4	14	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	4	14	4	3	3	3	2	1	1	1	—
17th	+6	—	4	15	4	3	3	3	2	1	1	1	1
18th	+6	Coven Feature	4	15	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	15	4	3	3	3	3	2	1	1	1
20th	+6	Masterful Concentration	4	15	4	3	3	3	3	2	2	1	1

## THE WITCH

Witches are usually (but not always) women that specialize in ancient natural magic to heal, charm, or harm their enemies and allies alike. Using their superior intellect and calling on a Familiar to assist them, they are capable of astonishing feats of magical prowess.

While Witches have a reputation for being cruel and evil, many of them are quiet, benign, and helpful to those around them. In either case, they tend to be shunned by polite society because of their unusual connection to nature and the magic within.

Most witches will learn from an older, more experienced witch, often in a secluded part of nature where their unorthodox casting methods will go unnoticed. However, some witches learn on their own through careful study.

## CREATING A WITCH

When creating your Witch, consider how you acquired your power. Were you instructed by another witch? Or maybe you discovered your power through careful study and evaluation. Perhaps you discovered a long-lost tome that gave you the basics of natural magic. Or you could have a natural talent for bending the forces of nature to your will.

## QUICK BUILD

You can build a Witch quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution. Second, choose the Outlander background.

## CLASS FEATURES

### HIT POINTS

Hit Dice: 1d6 per Witch Level

Hit points at 1st level: 6 + your Constitution modifier

Hit points at higher levels: 1d6 (or 4) + your Constitution modifier per Witch level after first.

### PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: Alchemist's Tools

Saving Throws: Intelligence; Constitution

Skills: Choose two from Arcana, Deception, Medicine, Nature, Perception, and Survival.

Multiclass: Simple weapons; Witches require a score of 13 Intelligence.

## EQUIPMENT

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

- (a) a quarterstaff, or (b) a dagger
- (a) a component pouch or (b) a spellcasting focus
- (a) a Dungeoneer's pack or (b) an Explorer's Pack

## SPELLCASTING:

See chapter 10 for the general rules of spellcasting and chapter 11 for the witch spell list.

**Cantrips** At 1st level, you know two cantrips of your choice from the witch spell list. You learn additional witch cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Witch table.

**Spell Slots** The Witch table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these Witch 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 *burning hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *burning hands* using either slot.

**Spells Known of 1st Level and 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. 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** Intelligence is your spellcasting ability for your witch spells, since the power of your magic relies on your ability to interpret and coerce the forces of nature. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence 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 Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

**Spellcasting Focus** You can use an arcane focus (found in chapter 5) as a spellcasting focus for your witch spells.

## RITUAL CASTING

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

## FIND FAMILIAR

At 1st level, you gain the Find Familiar spell. This spell does not count against your total number of spells known.

## WITCH'S COVEN

At 1st level, choose a magical specialization that you follow. You may choose Black Magic, Natural Magic, or White Magic. Each specialization gives you features at 1st level, and again at 6th, 14th, and 18th level.

## COVEN SPELLS

Each Coven has a list of spells - Coven Spells - that you gain at the Witch levels noted in the Coven description. Once you gain a Coven spell, you always know it, and it doesn't count against your total number of spells known.

If you have a Coven spell that doesn't appear on the Witch spell list, the spell is nonetheless a Witch spell for you.

## CRAFT MAGIC

At 2nd level, you gain access to various Curses and Charms that you can use to enhance yourself and your allies, or harm your enemies, as detailed at the end of this class description. Craft Magic comes in three schools: Charms, Curses, and Transmutation. You know 3 Crafts of any school, and may use any combination of them a number of times equal to your Intelligence modifier. You regain expended uses when you finish a long rest.

## 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.







### IMPROVED FIND FAMILIAR

By 7th level, your control over your Familiar improves. You may now cast Find Familiar as an action. Your familiar gains a bonus to its AC equal to your proficiency bonus, and a bonus to its hit points equal to twice your Witch level. Additionally, as an action, you may allow your familiar to use its reaction to deliver a spell with any range, instead of only those spells with a range of touch. Your familiar must be within 60 feet of you to cast a spell with a range other than touch. Calculate the range of the spell using the familiar's position. All other rules for casting via your familiar still apply.

### EMPOWERED CRAFT MAGIC

At 10th level, your Craft Magic is empowered. You learn 2 additional Crafts of your choice, and you now regain all uses of Craft Magic when you finish a short or long rest.

### MASTERFUL CONCENTRATION

At 20th level, you can maintain two 'concentration' spells at once, so long as both spells are Witch spells, and at least one of the spells is of 3rd level or lower. While concentrating on two spells in this manner, if you take damage you make one concentration save for both spells. This save is made at disadvantage, and if you fail the save you lose both spells. Once you use this feature, you must finish a long rest before you may use it again.

## WITCH'S COVEN

### COVEN OF WHITE MAGIC

Witches aligned with the Coven of White Magic focus their study on those magics that heal and protect themselves, their allies, and the natural world around them.

#### WHITE MAGIC ADEPT

When you choose this magical specialization at 1st level, you are able to more easily cast spells that heal and help your allies. When you cast a spell that restores hit points, the target of the spell receives temporary hit points equal to your Intelligence modifier plus the level of the spell cast.

#### WHITE MAGIC COVEN SPELLS

##### Witch Level Spells

1st	Bless, Cure Wounds
3rd	Gentle Repose, Lesser Restoration
5th	Protection from Energy, Revivify
7th	Death Ward, Otiluke's Resilient Sphere
9th	Dispel Evil and Good, Greater Restoration

## CHARMS EXPERT

At 6th level you gain a sharper focus on charming creatures. You gain one Craft Magic of the Charm school. This Craft does not count against the other crafts you may choose, but follows all other Craft Magic rules.

## GIFT OF REST

By 14th level your connection to the forces of nature heightens. You gain proficiency in the Medicine skill if you do not already have it, or you may add twice your proficiency bonus if you are already proficient. Additionally, when you spend hit dice during a short rest, you may use your medicine skill to heal up to 5 other party members for half the total rolled.

## WITCH'S GRACE

At 18th level, your bond with nature can prevent death. As a reaction when a friendly creature within 60 feet of you would be reduced to 0 or fewer hit points, you may intervene, taking half the damage dealt. This damage cannot reduce you below 1 hit point, and you must complete a long rest before using this feature again.

## COVEN OF NATURAL MAGIC

Witches of this Coven tend to focus their magical abilities on shaping the organic matter around them into salves, poisons, potions, and other natural ways to heal their allies or harm their enemies. These witches are often, but not always, neutral and generally wish only to maintain harmony with nature.

## NATURAL MAGIC ADEPT

When you choose this Coven at 1st level, you gain the ability to more easily poison your enemies or heal your allies using various potions and salves. You gain proficiency in the Nature and Medicine skills if you do not already have them, you may craft poisons and potions in one-quarter the normal time and for one-quarter the normal gold cost, and when a poison or potion you made deals damage or restores hit points, add your Intelligence modifier to the damage or healing dealt.

## NATURAL MAGIC COVEN SPELLS

Witch Level	Spells
1st	Detect Poison and Disease, Entangle
3rd	Locate Animals and Plants, Protection from Poison
5th	Speak with Plants, Lightning Bolt
7th	Blight, Stoneskin
9th	Commune with Nature, Contagion

## TRANSMUTATION EXPERT

At 6th level you gain a sharper focus on transmutation magic. You gain one Craft Magic of the Transmutation school. This Craft does not count against the other crafts you may choose, but follows all other Craft Magic rules.

## NATURAL HERBALIST

At 14th level, your time spent traveling the land gives you a better knowledge of harvesting its flora and fauna. When traveling for 8 hours or more, you are able to harvest enough herbs to create a number of potions or poisons equal to your Intelligence modifier. Potions and poisons created using this feature cost only 5 gold to make, as you only need empty vials and other minor ingredients to make them. The poisons or potions you create at any one time using this feature can have a total gold cost of no more than 1500 gp.

## MASTER OF NATURE

By 18th level, your knowledge of herbs and plants in nature makes your crafted poisons and potions stronger. Your poisons ignore resistance to poison damage, and your poisons and potions deal an extra die of damage or healing. Additionally, any potions you make that do not deal damage or heal have their duration doubled.

## COVEN OF BLACK MAGIC

Witches focusing their efforts in the Coven of Black Magic tend to care little for others, outside of how those people can help them achieve their goals, though they are not inherently evil. They use their magic to curse and poison their enemies, and those who would bring harm to their allies.

## BLACK MAGIC ADEPT

When you choose this magical specialization at 1st level, you are able to more easily cast spells that harm your enemies. When you cast a spell that deals damage to a single target, the target of the spell takes additional Necrotic damage equal to your Intelligence modifier.

## BLACK MAGIC COVEN SPELLS

Witch Level	Spells
1st	Bane, Witch Bolt
3rd	Crown of Madness, Darkness
5th	Bestow Curse, Fear
7th	Blight, Evard's Black Tentacles
9th	Antilife Shell, Insect Plague

## CURSE EXPERT

At 6th level you gain a sharper focus on cursing creatures. You gain one Craft Magic of the Curse school. This Craft does not count against the other crafts you may choose, but follows all other Craft Magic rules.

## DARK CHARM

By 14th level your ability to manipulate others heightens. You learn the *Charm Person* spell and may cast it at will. This spell does not count against your total number of spells known. Additionally, you gain advantage on Charisma (Intimidation) checks.





## **LIMBO**

At 18th level, your Black Magic corrupts your soul. If you are killed, your soul will latch on to the closest inanimate object currently being worn or carried by another creature. You may remain in the object or depart for the afterlife. While locked to this item, you imbue it with power. The item becomes magical if it isn't already, allowing its wielder access to the Craft Magic you knew before death. You may also telepathically speak to the user. This communication cannot be stopped in any way. You may return to life by possessing the corpse of a creature that has been dead no longer than a week and is of the same size as your previous body. You lose your previous racial features and gain those of the new body. Coming back from the dead is an ordeal. You take a -4 penalty to all attack rolls, saving throws, and ability checks. Every time you finish a long rest, the penalty is reduced by 1 until it disappears. Each time you use this feature, the penalty increases by two. When you reach a total penalty of -12, you can no longer benefit from this feature. For every month you go without using this feature, the total penalty is reduced by one.

## **CRAFT MAGIC**

The Craft Magics presented here are shown in order by School: Charms; Curses; Transmutations.

### **ALLURING CHARM (CHARM)**

As an action, you can make yourself or a target briefly irresistible. You or your target gains advantage on the next Charisma check they make. Once affected by this charm, the target cannot be affected again until it completes a short or long rest.

### **CHEERING CHARM (CHARM)**

As an action, you may weave a charm towards a creature you can see within 60 feet. That creature must make a wisdom saving throw. On a failed save, the creature regards you and your party as old friends for 1 hour, and acts accordingly. On a successful save, the target does not know the charm was attempted.

### **ENDURING CHARM (CHARM)**

As an action, you may weave a charm of endurance into a creature you can see within 60 feet that has one or more levels of exhaustion. The target loses one level of exhaustion.

### **INVIGORATING CHARM (CHARM)**

As an action or reaction, you may Charm an ally with invigorating magic. That ally gains advantage on the next attack roll, saving throw or ability check it makes. Once affected by this charm, the target cannot be affected again until it completes a short or long rest.

### **MADNESS CHARM (CHARM)**

As an action, you can cause a creature to see visions of madness floating before it. Choose a creature within 60 feet to make a wisdom saving throw. On a failed save, the creature takes 2d6 psychic damage and is afflicted by one random short-term madness effect. If you target the same creature more than once with this Charm, the creature has advantage on the saving throw for all saves after the first. The damage increases by 1d6 at 5th (3d6), 11th (4d6), and 17th (5d6) level.

### **REVITALIZING CHARM (CHARM)**

When you cast a spell that restores hit points to a single creature, you may weave a charm into the casting. Maximize the healing of that spell. You may use this Charm twice between short or long rests.

### **TOUGHNESS CHARM (CHARM)**

As an action or reaction when an ally within 60 feet is hit with a damaging attack or spell, you can weave a charm into that creature, toughening its skin. The creature gains resistance to all damage until the end of its next turn.

### **CRUCIATUS CURSE (CURSE)**

As an action, you may curse a creature you can see within 60 feet with unspeakable pain. The target must make a constitution saving throw or take 2d6 psychic damage and be affected by one level of exhaustion. If you target the same creature more than once with this Curse, the creature has advantage on the saving throw for all saves after the first. The damage increases by 1d6 at 5th (3d6), 11th (4d6), and 17th (5d6) level.

### **CURSE OF HIVES (CURSE)**

As an action, you may curse an enemy with hives. It must make a Constitution saving throw or be poisoned until the beginning of your next turn.

### **CURSE OF LETHARGY (CURSE)**

When you cast a spell requiring a single enemy to make a saving throw, you may Curse it with lethargy, giving it disadvantage on the saving throw. Once a creature has suffered this curse, it cannot suffer it again within 24 hours.

### **CURSE OF PAIN (CURSE)**

When you cast a spell that deals damage to a single target, you may weave a curse into the casting. Maximize the damage dealt. The curse of pain is taxing to use and can be used only once between short or long rests.

### **CURSE OF TONGUES (CURSE)**

As an action, you may weave a complicated curse towards a creature you can see within 60 feet. That creature must make a wisdom saving throw. On a failed save, the creature speaks in tongues and cannot cast spells until the end of its next turn. On a successful save the creature is not affected.

### **CURSE OF WEAKNESS (CURSE)**

As an action, you may choose a creature you can see within 60 feet, and weave a curse of weakness towards it. The creature must succeed on a Wisdom saving throw or have its resistances reduced by one level for 1 minute. For example, if a creature has immunity to fire damage and is affected by this curse, it only has resistance to fire damage for the duration. Once a creature has been affected by this curse, it cannot be affected again within 24 hours.

### **STOLEN SPELL (TRANSMUTATION)**

Through careful study and experimentation, you learn how to cast a spell previously unknown to you. Choose one Cantrip from any spell list. You learn that Cantrip, it counts as a Witch spell for you, and does not count against your total number of Cantrips known. You may cast the cantrip using this Craft and following the Craft Magic rules.

### **FAMILIAR'S SACRIFICE (TRANSMUTATION)**

You share a deeper connection to your familiar. While within 10 feet of your familiar, as a reaction when you are hit with an attack, you can cause your familiar to take half the damage dealt, rounded down.

### **WITCH'S INSCRIPTION (TRANSMUTATION)**

Using your knowledge of nature and its power, you may use this Craft to inscribe an object with a rune, phrase, sigil, or other similar effect. When you use this Craft you may choose whether the inscription is visible or not, and how it can be seen if it is not visible. You may also choose how long the inscription lasts, or if it is permanent.

### **TOUCH OF FIRE (TRANSMUTATION)**

As an action, you may point your finger at an object not being worn or carried within 60 feet, and magical flames shoot towards the object, setting it on fire. The fire fills a space no larger than 5 feet, and can spread normally. Inflammable objects take no damage and cannot spread the flames, but otherwise burn for up to 1 hour. You may use an action to extinguish the flames caused by this Craft in a 5 foot area without expending a use of Craft Magic.

### **BANE OF THE SIMPLE MIND (TRANSMUTATION)**

Using an action and this Craft, you can attempt to cause a creature's thoughts to become muddled and simple. Choose a creature within 30 feet to make an Intelligence saving throw. On a failed save, the target's mind becomes unable to process complex ideas, and the target can gain neither advantage nor disadvantage from any source for 1 minute. You must concentrate on this effect as if concentrating on a spell. The creature may make a new Intelligence saving throw at the end of each of its turns. On a success, the effect ends.

### **CREATE/ALTER SOUND (TRANSMUTATION)**

As an action, you can manipulate the very air around you. You gain the *Minor Illusion* cantrip and may cast it using this Craft and following the Craft Magic rules.

Additionally, using this Craft and the Craft Magic rules, you may use the *Minor Illusion* cantrip granted by this Craft to alter the sound of a musical instrument for 1 minute. For example, a lute could sound like a flute, or a drum could sound like bagpipes.





## WITCH SPELLS

### CANTRIPS (0 LEVEL)

Acid Splash  
Chill Touch  
Druidcraft  
Guidance  
Mending  
Produce Flame  
Resistance  
Shillelagh  
Thorn Whip

### 1ST LEVEL

Charm Person  
Create or Destroy Water  
Detect Magic  
Detect Poison and Disease  
Entangle  
Fog Cloud  
Goodberry  
Healing Word  
Hex  
Ray of Sickness  
Speak with Animals  
Tasha's Hideous Laughter  
Thunderwave

### 2ND LEVEL

Darkvision  
Enhance Ability  
Find Traps  
Flame Blade  
Flaming Sphere  
Gust of Wind  
Heat Metal  
Hold Person  
Locate Object  
Moonbeam  
Pass without Trace  
Protection from Poison  
Spike Growth

### 3RD LEVEL

Bestow Curse  
Dispel Magic  
Feign Death  
Meld into Stone  
Plant Growth  
Protection from Energy  
Remove Curse  
Sleet Storm  
Water Breathing  
Water Walk  
Wind Wall

### 4TH LEVEL

Blight  
Confusion  
Control Water  
Freedom of Movement  
Giant Insect  
Grasping Vine  
Hallucinatory Terrain  
Ice Storm  
Locate Creature  
Polymorph  
Stone Shape  
Stoneskin  
Wall of Fire

### 5TH LEVEL

Antilife Shell  
Awaken  
Contagion  
Geas  
Greater Restoration  
Hold Monster  
Insect Plague  
Mass Cure Wounds  
Planar Binding  
Reincarnate  
Scrying  
Tree Stride  
Wall of Stone

### 6TH LEVEL

Find the Path  
Heal  
Heroes' Feast  
Move Earth  
Sunbeam  
Wall of Thorns  
Wind Walk

### 7TH LEVEL

Fire Storm  
Mirage Arcane  
Plane Shift  
Regenerate  
Reverse Gravity

### 8TH LEVEL

Antipathy/Sympathy  
Control Weather  
Earthquake  
Feeblemind  
Sunburst  
Tsunami

### 9TH LEVEL

Foresight  
Shapechange  
Storm of Vengeance  
True Resurrection



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