

Witch Class

Cackling crones stooped over cauldrons, chanting shamans smeared in blood and clay, and outcast maidens with milky eyes that see portents and secrets.

Weapons: Dagger, staff

Armor: Leather armor

Hit Points: 1d4 per level

Languages. You know Diabolic, Primordial, and Sylvan.

Familiar. You have a small animal such as a raven, rat, or frog who serves you loyally. It can speak Common.

Your familiar can be the source of spells you cast. Treat it as though it were you for determining spell ranges.

If your familiar dies, you can restore it to life by permanently sacrificing 1d4 hit points.

Spellcasting. You can cast witch spells you know.

You know three tier 1 spells of your choice from the witch spell list (see pg. 24).

Each time you gain a level, you choose new witch spells to learn according to the Witch Spells Known table.

You use your Charisma stat to cast witch spells. The DC is 10 + the spell's tier.

If you fail a spellcasting check, you can't cast that spell again until you complete a rest.

If you roll a natural 1 on a spellcasting check, you must also roll on the corresponding Diabolical Mishap table for the spell's tier (see pg. 22).

Diabolical Mishaps

DIABOLICAL MISHAP 1-3

d12 Effect

- | | |
|----|---|
| 1 | Diablerie! Roll twice and combine both effects (reroll any further 1s) |
| 2 | Wither! You take 1d6 damage per spell tier |
| 3 | Newt! You turn into a tiny, 1 hit point newt for 3 rounds. You can't cast spells in this form |
| 4 | Shune's baleful gaze! You can't cast this spell and another random spell again for a week |
| 5 | Thieving fairies! You lose a random piece of gear |
| 6 | Cobwebs! Mental cobwebs cloud your mind; you can't cast this spell again for a week |
| 7 | Cackles! You fall to the ground in a fit of cackling, unable to do anything but laugh for the next 3 rounds |
| 8 | Double trouble! You lose the ability to cast a random spell until you complete a rest |
| 9 | Swamp gas! The air fills with sulfurous gas in a near-sized cube around you. All creatures who end their turn in it are blinded and take 1d6 damage. It lasts 3 rounds |
| 10 | Bat! An angry bat appears on your head, flapping and clinging to your face. You are blinded for 3 rounds or until you can toss the beastie away from you |
| 11 | Salt! You're surrounded by a ring of salt and can't touch it or pass through it until something breaks the ring |
| 12 | Siphon! You have disadvantage on casting spells of the same tier or lower for the next 10 rounds |

DIABOLICAL MISHAP 4-5

d12 Effect

- 1 **Maelstrom!** Roll twice and combine both effects (reroll any further 1s)
- 2 **Ruin!** You take 1d8 damage per spell tier
- 3 **Mind rot!** You permanently forget one random spell
- 4 **The Willowman!** You summon The Willowman (who is angry with you) in a space near to you. He stays for 1d6 rounds before disappearing from whence he came
- 5 **Accursed imps!** Cackling imps from hell swarm you, stealing three pieces of random gear and flapping away
- 6 **Lightning blast!** You deal 3d6 damage to yourself and all nearby creatures
- 7 **Cold iron!** Spikes of cold iron lance from the ethereal realm, piercing you. You take 2d6 damage and are paralyzed for 2 rounds
- 8 **Mother of Night!** You displease the Dark Mother and lose the ability to cast this spell until atoning to her
- 9 **Catatonia!** You stare blankly and can't take any actions for the next hour
- 10 **Tongue of dog!** Your tongue lolls every time you try to cast a spell of a random tier, ruining the magic. This persists until you complete a rest
- 11 **Fiddlesticks!** You have disadvantage on casting all spells for the next 10 rounds
- 12 **Nemesis!** Somewhere, a child is born who will grow up to become a mighty, sworn enemy to you



Witch Spell List

TIER 1

- Cauldron
- Charm Person
- Eyebite
- Fog
- Hypnotize
- Oak, Ash, Thorn
- Puppet
- Shadowdance
- Willowman
- Witchlight

TIER 2

- Alter Self
- Augury
- Bogboil
- Cacklerot
- Cat's Eye
- Frog Rain
- Invisibility
- Poison
- Spidersilk
- Toadstool

TIER 3

- Broomstick
- Coven
- Divination
- Howl
- Mistletoe
- Pin Doll
- Speak With Dead
- Swarm
- Void Stare
- Whisper

TIER 4

- Beguile
- Cloak of Night
- Curse
- Dimension Door
- Glassbones
- Moonbeam
- Nightmare
- Polymorph

TIER 5

- Anathema
- Dreamwalk
- Enfeeble
- Finger of Death
- Mother of Night
- Scrying
- Shapechange
- Soul Jar



Spells

ALTER SELF

Tier 2, witch

Duration: 5 rounds

Range: Self

You magically change your physical form, gaining one feature that modifies your existing anatomy.

For example, you can grow functional gills on your neck or bear claws on your fingers. This spell can't grow wings or limbs.

ANATHEMA

Tier 5, witch

Duration: Instant

Range: Close

All allies revile and abandon the creature you touch for 1 day.

Each time you or your allies harm the target, its former allies may pass a DC 15 Wisdom check to end the effects of the spell.



AUGURY

Tier 2, witch

Duration: Instant

Range: Self

You interpret the meaning of supernatural portents and omens. Ask the GM one question about a specific course of action. The GM says whether the action will lead to “weal” or “woe.”

BEGUILE

Tier 4, witch

Duration: Focus

Range: Near

You conjure a convincing visible and audible illusion within range.

Creatures who perceive the illusion react to it as though it were real, although it can't cause actual harm.

Touching the illusion instantly reveals its false nature.

You may force a creature who interacts with the illusion to make a DC 15 Wisdom check. If the creature fails, it is enchanted by the illusion for the spell's duration and seeks to protect it.

BOGBOIL

Tier 2, witch

Duration: 5 rounds

Range: Far

You turn a near-sized cube of ground within range into a muddy, boiling bog of quicksand.

A creature stuck in the bog can't move and must succeed on a Dexterity check vs. your spellcasting check to free itself.

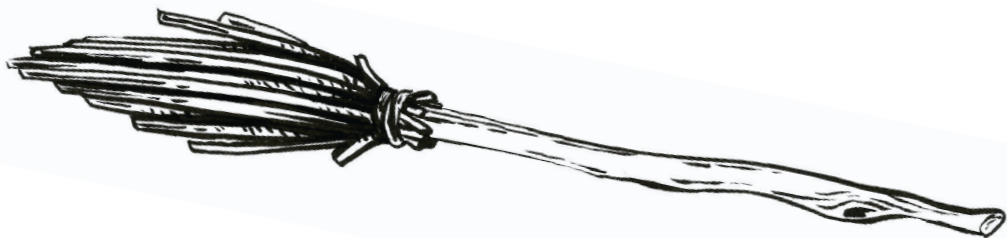
BROOMSTICK

Tier 3, witch

Duration: Focus

Range: Self

You conjure a flying broomstick in your hand. The broomstick's rider can fly a near distance each round and can hover in place.





CACKLEROT

Tier 2, witch

Duration: Focus

Range: Close

One target you touch of LV 4 or less collapses helplessly with disturbing, pained laughter for the spell's duration.



CAT'S EYE

Tier 2, witch

Duration: Focus

Range: Self

Your irises grow to fill your eyes and your pupils turn into black, vertical slits.

You can see invisible creatures and secret doors for the spell's duration.



CAULDRON

Tier 1, witch

Duration: 1 round

Range: Close

You conjure a bubbling cauldron next to you. It can produce one of the following effects:

- Any broken mundane item placed inside the cauldron is repaired.
- A fat, croaking toad leaps out and follows your instructions for the next 3 rounds.
- You can place up to 3 item slots of items inside the cauldron. The cauldron expels these items the next time you cast this spell (expelling items counts as the cauldron's single effect).





CHARM PERSON

Tier 1, witch

Duration: 1d8 days

Range: Near

You magically beguile one humanoid of level 2 or less within near range, who regards you as a friend for the duration.

The spell ends if you or your allies do anything to hurt it that it notices.

The target knows you magically enchanted it after the spell ends.



CLOAK OF NIGHT

Tier 4, witch

Duration: 8 rounds

Range: Self

You wrap yourself in a swirling cloak of shadows. For the spell's duration, your armor class becomes 17 (20 on a critical spellcasting check).

You have advantage on Dexterity checks to sneak and hide for the spell's duration.



COVEN

Tier 3, witch

Duration: Instant

Range: Self

You call upon the magic you share with your fellow witches.

You regain the use of one tier 3 spell or lower that you can no longer cast for the day.

After successfully casting this spell, you can't do so again until you complete a rest.



CURSE

Tier 4, witch

Duration: Permanent

Range: Close

A creature you touch is afflicted by one of the following curses:

- Hideous boils and warts
- All food tastes of ash
- Voice becomes shrill
- Disturbing nightmares
- Always lose at gambling
- An ally turns into an enemy
- Fear of something ordinary

DIMENSION DOOR

Tier 4, witch

Duration: Instant

Range: Self

You teleport yourself and up to one other willing creature within close to any point you can see.

DIVINATION

Tier 3, witch

Duration: Instant

Range: Self

You throw the divining bones or peer into the blackness between the stars, seeking a portent.

You can ask the GM one yes or no question. The GM truthfully answers "yes" or "no."

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure instead.



DREAMWALK

Tier 5, witch

Duration: Instant

Range: Close

You and any willing creatures you choose within close range step into the dream of a sleeping creature you name that is on your same plane.

You and anyone traveling with you can step out of the creature, appearing next to it as if having teleported there.

ENFEEBLE

Tier 5, witch

Duration: Instant

Range: Close

A creature you touch has a random stat reduced to 3 (-4) for one week. Roll a d6 to determine which stat:

1. Strength, 2. Dexterity, 3. Constitution, 4. Intelligence, 5. Wisdom, 6. Charisma.

If you fail the spellcasting check, you have a random stat reduced to 3 for a week instead.



EYEBITE

Tier 1, witch

Duration: Instant

Range: Near

One creature you target takes 1d4 damage, and it can't see you until the end of its next turn.



FINGER OF DEATH

Tier 5, witch

Duration: Instant

Range: Close

One creature you touch of LV 9 or less dies.

Treat a failed spellcasting check for this spell as a critical failure, and roll the mishap with disadvantage.



FOG

Tier 1, witch

Duration: Focus

Range: Close

A thick cloud of fog blooms in a close area around you, making you hard to see. The cloud moves with you. Attacks against creatures in the cloud have disadvantage.



FROG RAIN

Tier 2, witch

Duration: Instant

Range: Far

A rain of indignant frogs pelts a near-sized cube around a point you can see within range.

All creatures within the frog rain take 1d6 damage. Any surviving frogs hop away and disappear.



GLASSBONES

Tier 4, witch

Duration: Focus

Range: Close

A creature you touch becomes fragile. It takes double damage for the spell's duration.



HOWL

Tier 3, witch

Duration: Instant

Range: Near

All enemies within near range of you must immediately make a morale check. This spell does not affect creatures that are immune to morale checks.

HYPNOTIZE

Tier 1, witch

Duration: Focus

Range: Near

One creature of LV 3 or less that can see you is rendered stupefied.

Breaking the creature's line of sight to you allows it to make a DC 15 Charisma check. On a success, the spell ends.

INVISIBILITY

Tier 2, witch

Duration: 10 rounds

Range: Close

A creature you touch becomes invisible for the spell's duration. The spell ends if the target attacks or casts a spell.

MISTLETOE

Tier 3, witch

Duration: 1d8 days

Range: Near

Two creatures you can see within near of you become enchanted with each other for 1d8 days.

Each time one of the affected creatures takes damage, it may make a DC 15 Charisma check. On a success, the spell ends.

MOONBEAM

Tier 4, witch

Duration: Instant

Range: Far

A wavering ray of silvery moonlight strikes one creature within far. It takes 3d6 damage.





NIGHTMARE

Tier 4, witch

Duration: Focus

Range: On the same plane

You visit the dreams of one sleeping creature, sending it heart-stopping nightmares.

You can target a creature whose level is less than or equal to half your level rounded down (minimum 1). The target must be sleeping, and you must have seen it before in person.

If you successfully focus on this spell for 3 rounds in a row, the creature dies of fright.

MOTHER OF NIGHT

Tier 5, witch

Duration: Instant

Range: Self

You beseech the Mother of Night to lend you power.

Make a single wish, stating it as exactly as possible. Your wish occurs, as interpreted by the GM.

If you fail this spellcasting check, the Mother of Night pulls you into The Nightfall for judgment. You can't cast this spell again until you appease her demands.

OAK, ASH, THORN

Tier 1, witch

Duration: Focus

Range: Self

For the spell's duration, faeries, demons, and devils can't attack you. These beings also can't possess, compel, or beguile you.



PIN DOLL

Tier 3, witch

Duration: Focus

Range: On the same plane

You pin a piece of hair or flesh taken from one creature to a small, burlap doll the spell conjures.

On your turn while focusing on this spell, you can push a pin into the doll. Each time you do this, the creature who the hair or flesh belonged to takes 2d6 damage. After this spell ends, the piece of hair or flesh burns to ash.

POISON

Tier 2, witch

Duration: 5 rounds

Range: Close

One worn or carried object you touch becomes toxic for the spell's duration. Any creature in contact with the object at the start of its turn takes 1d6 damage.



POLYMORPH

Tier 4, witch

Duration: 10 rounds

Range: Close

You transform a creature you touch into another natural creature you choose of equal or smaller size. Any gear the target carries melds into its new form.

The target gains the creature's physical stats and features, but it retains its non-physical stats and features.

If the target goes to 0 hit points, it reverts to its true form at half its prior hit points.

You can target any willing creature with this spell, or an unwilling creature whose level is less than or equal to half your level rounded down (min. 1).

PUPPET

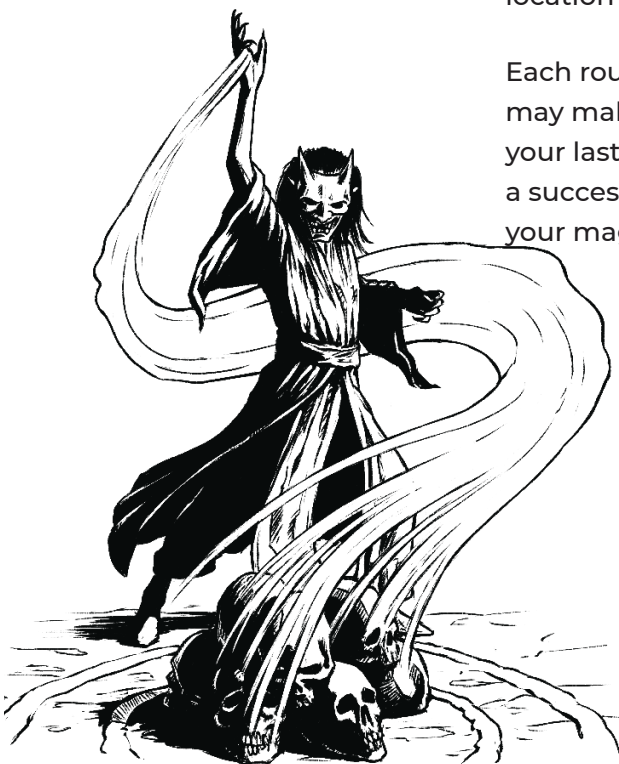
Tier 1, witch

Duration: Focus

Range: Close

One humanoid creature of LV 2 or less you touch becomes ensnared by your movements. On your turn, the creature mimics all your movements.

If mimicking you would cause the creature to directly harm itself or an ally, it can make a DC 15 Charisma check. On a success, it resists mimicking you.



SCRYING

Tier 5, witch

Duration: Focus

Range: Self

You look into a crystal ball or reflecting pool, calling up images of a distant place.

For the spell's duration, you can see and hear a creature or location you choose that is on the same plane.

This spell is DC 18 to cast if you try to scry on a creature or location that is unfamiliar to you.

Each round, creatures you view may make a Wisdom check vs. your last spellcasting check. On a success, they become aware of your magical observation.

SHADOWDANCE

Tier 1, witch

Duration: 3 rounds

Range: Near

You spin shadowstuff into a convincing visible and audible illusion at a point within near.

The illusion can be as big as a person and can move within a near range of where it appeared.

The illusion can't affect physical objects. Touching the illusion reveals its false nature.



SOUL JAR

Tier 5, witch

Duration: Permanent

Range: Close

You transfer the soul of one creature you touch of LV 9 or less into a vessel, such as a jar. The creature's body becomes comatose, but it doesn't die.

If the vessel opens or breaks, the creature's soul returns to its body.

You can possess the empty body with your own spirit, taking control of it. Your body becomes comatose during this time. If the body dies while you possess it, your soul returns to your body.

SHAPECHANGE

Tier 5, witch

Duration: Focus

Range: Self

You transform yourself and any gear you carry into another natural creature you've seen of level 10 or less. You assume the creature's physical stats and features, but you retain your non-physical stats and features (including INT, WIS, and CHA).

If you go to 0 HP while under the effects of this spell, you revert to your true form at 1 HP.

SPEAK WITH DEAD

Tier 3, witch

Duration: Instant

Range: Close

A dead body you touch answers your questions in a distant, wheezing voice.

You can ask the dead body up to three yes or no questions (one at a time). The GM truthfully answers "yes" or "no" to each.

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure instead.

SPIDERSILK

Tier 2, witch

Duration: Focus

Range: Self

Sticky spidersilk covers your hands and feet.

For the spell's duration, you can walk on vertical surfaces as easily as if it were flat ground.

SWARM

Tier 3, witch

Duration: Focus

Range: Far

A dense swarm of biting bats, rats, or locusts appears in a near-sized cube around a point you can see within range.

All creatures that start their turn within the swarm take 2d6 damage and are blinded.



TOADSTOOL

Tier 2, witch

Duration: Instant

Range: Self

You conjure a plump, speckled toadstool in your hand. It disappears at the end of your next turn.

A creature that eats the toadstool regains 1d6 hit points.



VOID STARE

Tier 3, witch

Duration: Focus

Range: Far

Your eyes turn black as you look into the dark between the stars.

One creature of LV 6 or less you can see falls under your control. You decide its actions during its turn.



WHISPER

Tier 3, witch

Duration: Instant

Range: Close

You whisper into another creature's ear, planting a false memory in its mind.

You describe one brief, false memory that the target believes is true going forward.

If you fail this spellcasting check, the GM chooses a short, false memory to plant in your mind instead.



WILLOWMAN

Tier 1, witch

Duration: Instant

Range: Near

You call upon the Willowman to appear in one creature's mind, filling it with supernatural terror.

Choose one creature of LV 2 or less within range. That creature must immediately make a morale check.

Even creatures that are not normally subject to morale checks (such as undead) must do so.



WITCHLIGHT

Tier 1, witch

Duration: Focus

Range: Near

You summon a floating marsh light that bobs in the air and casts light out to a close radius around it.

The light can change colors and take on vague shapes. It can float up to a near distance on your turn.