

The Witch



A 5TH-EDITION HOMEBREW CLASS

by VESPER BURJOSKI



Not for resale. Permission granted to print or photocopy this document for personal use only.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2018 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

The Witch

Three young women cackle in tandem, identical black cats cradled in their arms and their teeth stained virulent blue as they unleash mottled rays of sickening magic.

An ancient dwarven man sits cross-legged on the floor, eyes closed, as the table begins shaking and rattling before him, startling screams from the young nobles gathered around for the seance.

An elf, her hair matted and her face bloody, turns from where she is cornered on the edge of a cliff by a druid growling in wolf form and a ranger with bow drawn. She snarls, and her flesh contorts as she transforms into a winged flash of teeth and tentacles and then turns to dive off the cliff.

Often reviled, sometimes revered, and always respected, witches are practitioners of magics based on kinship - between objects and creatures, mortals and spirits, and among magic users. Although their innate abilities were modest before their initiation, their arcane kinships lend them impressive supernatural power.

Grassroots Arcana

Unlike other arcane casters, witches pull themselves to power by their muddy magical bootstraps. Rather than being blessed by magical heritage, a keen intellect, or the interest of a patron, witches play off the raw resonance of kinship. Messy and unglamorous in the beginning no matter how elegant they ultimately become, witches grow their power as a gardener cultivates a fragile bloom - patiently, and with dirty hands.

Creating a Witch

As you make your witch character, spend some time thinking about your alliances - the other spellcasters that are part of your coven, the spirits that guide you, or the monsters that fascinate you. Consider how you became a witch - were you born into a family coven, or were you chosen by the spirits of your ancestors to work their will? Are you haunted by their attention, or do you see it as an honor?

If you choose the Transmaugre witch archetype, how did you become fascinated with monsters? Were you a survivor of an attack on your village as a child, or have you spent your life reading about the wicked beasts that roam the world? If you are a Coven-Keeper and your party is part of your coven, spend some time working with your DM and the other players to decide how they met and decided to form this kinship that you share.

Witches are often outcasts from society at large, hated and feared for their abilities. Do you fall into this pattern, or were you an exception? If so, how have you managed to escape social censure? Have you forged alliances with powerful and respected individuals, such as a mayor or court wizard? Or have you simply restricted your unnerving experiments to the privacy of a locked basement or hidden lab in the sewers of your city?



THE WITCH

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Kenning Known
1st	+2	Witch Archetype, Craft Magic	2	2	1	1st	—
2nd	+2	Kenning	2	3	2	1st	2
3rd	+2	Idol Activity, Witch Archetype Feature	2	4	2	2nd	2
4th	+2	Ability Score Improvement	3	5	2	2nd	2
5th	+3	—	3	6	2	3rd	3
6th	+3	Trivium	3	7	2	3rd	3
7th	+3	—	3	8	2	4th	4
8th	+3	Ability Score Improvement	3	9	2	4th	4
9th	+4	—	3	10	2	5th	5
10th	+4	Witch Archetype Feature	4	10	2	5th	5
11th	+4	Trembling Kenning (6th level)	4	11	3	5th	5
12th	+4	Ability Score Improvement	4	11	3	5th	6
13th	+5	Trembling Kenning (7th level)	4	12	3	5th	6
14th	+5	Witch Archetype Feature	4	12	3	5th	6
15th	+5	Trembling Kenning (8th level)	4	13	3	5th	7
16th	+5	Ability Score Improvement	4	13	3	5th	7
17th	+6	Trembling Kenning (9th level)	4	14	4	5th	7
18th	+6	—	4	14	4	5th	8
19th	+6	Ability Score Improvement	4	15	4	5th	8
20th	+6	Witch Archetype Feature	4	15	4	5th	8

Class Features

As a witch, you gain 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) plus your Constitution modifier per witch level after 1st

Proficiencies

Armor: light armor

Weapons: simple weapons

Tools: Choose one from the following: Woodcarver's tools, Alchemist's supplies, Weaver's tools, or Painter's supplies.

Saving Throws: Wisdom and Charisma

Skills: Arcana and one of the following: Deception, Insight, Medicine, Nature, Stealth, or Survival

Equipment

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- leather armor, any simple weapon, and two daggers

Witch Archetypes

At 1st level, you have come into your own as a novice witch following in the uncanny footsteps of one of the following three witch archetypes: Coven, Medium, or Transmaugre, each of which is detailed at the end of the class description. Your choice grants you features at 1st level and again at 3rd, 10th, 14th, and 20th levels.

Craft Magic

Your training and research have fomented the magical potential latent within you and granted you the ability to cast spells. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting.



Cantrips

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. The table also shows what the level of those slots is; all your slots are the same level. To cast one of your witch spells of 1st level or higher, you must expend a spell slot. You regain all expended slots when you finish a short or long rest.

Spells Known of 1st Level and Higher

At 1st level, 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 of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your 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 must also be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your witch spells, so 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.

Feature Ability

As a witch, Wisdom is the ability that governs the number of times you are able to use certain class and witch archetype features. You can use these features, as marked, a number of times equal to your Wisdom modifier. For some features, your Wisdom modifier determines how long they last.

Ritual Casting

You can cast a spell as a ritual if that spell has the ritual tag and it is on your list of spells known.

Spellcasting Focus

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

Kennings

As part of your training and exploration as a witch, you have discovered certain perplexing rhymes and sigils that you can imbue with magical power. These kennings are tattooed upon your body and grant you permanent magical abilities.

At 2nd level, you gain two kennings of your choice. Your kenning choices are detailed at the end of the class description. When you gain certain witch levels, you gain additional kennings of your choice, as shown in the Kennings Known column of the Witch table.

Additionally, when you gain a level in this class, you can choose one of the kennings you know and replace it with another kenning that you could learn at that level.

Idol Activity

Starting at 3rd level, you gain the ability to craft small material representations, or idols, of individual creatures, spending an hour fashioning the object. These idols must be small enough to fit in your hand, and require the incorporation of a connective item of some kind, often a piece of the target creature or one of its possessions. The idol can take any form you like; a doll, a wooden carving, a rough clay sculpture, etc. In order to craft an idol, you must contribute arcane materials worth gold per Hit Die of the target and succeed on an Arcana check, the DC of which is determined by the type of connective item you wish to use in its construction.

Alternatively, you may spend a number of hours gathering the arcane materials required for an idol from the wild, as shown in the Time column of the Idol Crafting Costs table. Spending the indicated amount of time gathering these materials replaces the monetary expense for crafting that idol.

Idol Crafting Difficulty

Item	DC
Likeness or picture	17
Possession or garment	15
Body part, lock of hair, etc.	10

Idol Crafting Costs

Hit Die	Cost	Foraging Time
d4	20 gp	1 hour
d6	30 gp	2 hours
d8	40 gp	4 hours
d10	50 gp	8 hours
d12	75 gp	16 hours
d20	100 gp	32 hours

If you succeed on this check, you forge a magical bond with the target through the idol you have created. If you fail, the idol is destroyed and all materials used in its construction are rendered useless and worthless. A functional idol can be used as an arcane focus, and when used to cast spells against the target it grants a +1 to your spell save DC, attack rolls, and damage against that creature. Once per long rest, you may also spend 10 minutes focusing on the idol in order to discern the general direction and approximate distance the creature is from you. You may only attempt to create an arcane idol once per long rest, and can only have a number of active idols equal to your Wisdom modifier. When you create a new idol that causes you to exceed your limit, you choose which of your other idols loses its connection to its target. At 9th level, your idol bonus increases to +2. At 17th, it increases to +3.

Trivium

At 6th level, your practice with spells, potions, and arcane creations has unveiled three paths your talents might take. You gain one of the following features of your choice.

Familiar Wiles

You learn the *find familiar* spell and can cast it as a ritual. When you do so, you can also choose from the following additional creatures: blink dog, boggle, crawling claw, gazer, dust/ice/mud/smoke/steam mephit, thorny, or twig blight. In addition to the

normal effects of the spell, however, your familiar gains the ability to empower your spells. Once per round, as its reaction to seeing you cast a spell that requires an attack roll or seeing a creature make a saving throw against your spell, your familiar can add 1d4 to your attack roll or subtract 1d4 from the target's saving throw. Your familiar can use this feature a number of times equal to your Wisdom modifier and regains all uses on a long rest. At 10th level, your familiar regains all uses of this feature on a short or long rest.

Guile

You have learned to attune to more than the normal allotment of magic items. You gain a corollary attunement slot known as a Guile. You gain no benefits or features from items attuned in your Guile slot. As a bonus action, however, you can swap a magical item from your Guile slot to a regular attunement slot, immediately gaining the benefits of the new item and immediately losing those of the item transferred into the Guile slot. If either of the magical items involved in this swap are not on your person, the swap fails. You can use this feature a number of times equal to your Wisdom modifier, regaining all uses on a short rest.

As well, if you have an open Guile or attunement slot, you can use an action to attempt to usurp control of a magic item that you can see from its attuned user (that you can also see) within 60 feet. To do so, you must succeed in a Charisma contest with the attuned user of the target magic item. If you win this contest, the magical item appears in your hand; if it occupies a Guile slot, you can use a bonus action on your turn to swap it into an attunement slot; if it occupies an attunement slot, you immediately gain the benefits of having attuned to it. The previously attuned user automatically knows who snatched the item and your current location, and failing the contest consumes one use of this feature. You can use this feature a number of times equal to your Wisdom modifier, regaining all uses on a long rest.

Spoiler

You can immerse one of your idols in a potion to affect the idol's target, "spoiling" them. When you do this and the target of the idol is

within 1 mile of you, it must make a Constitution saving throw against your spell save DC. On a failure, the target gains the effects of the potion as though they had consumed it. On a success, there is no effect. If the target knows this is going to happen, they may choose to fail. Either way, the potion is rendered inert after the attempt and the target knows an attempt was made to affect them magically. If the target is more than 1 mile away from you, the spoil automatically fails, leaving the potion viable.

Alternatively, you can immerse one of your idols in simple acid, poison, or plain water. When you do so and the target of your spoil is within 1 mile of you, it must make a Constitution saving throw against your spell save DC. On a failure, the target gains one of the following effects based on the substance used for the spoil:

- **Acid:** The target takes 8d6 acid damage
- **Poison:** The target takes 8d6 poison damage OR enters a magical slumber for 1d4 hours (depending on the type of poison procured)
- **Water:** Water fills the target's mouth, causing them to begin drowning after a number of minutes equal to 1 + their Constitution modifier. At the end of each minute before the target falls unconscious from drowning, they make an additional Constitution saving throw, ending the effect on a success. If the target does not need to breathe, they are unaffected by this feature.

You may use any version of this feature only once per 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.

Trembling Kennings

At 11th level, you learn a kenning of incredible power. This kenning cannot be contained in a tattoo, but you have memorized it and can call forth its power. Choose one 6th level spell from the witch list as this trembling kenning. You gain one 6th level spell slot; you regain use of this spell slot

after you have completed a long rest.

At higher levels, you gain more spell slots and witch spells of your choice: one 7th-level spell and spell slot at 13th level, one 8th-level spell and spell slot at 15th level, and one 9th-level spell and spell slot at 17th level. You regain all uses of your Trembling Kenning spell slots when you finish a long rest.

Witch Archetypes

Coven-Keeper

A witch that draws power from their strong magical bonds with other spellcasters is known as a Coven-Keeper. Coven-Keepers rely upon the other members of their coven, sharing a pool of magical energy that allows them to communicate telepathically and eventually cast communal spells.

Coven-Keeper Expanded Spell List

Spell Level	Spells
1st	<i>sanctuary, charm person</i>
2nd	<i>aid, nystul's magical aura</i>
3rd	<i>glyph of warding, haste</i>
4th	<i>death ward, freedom of movement</i>
5th	<i>geas, seeming</i>

The Bond

At 1st level, you gain the ability to forge a magical bond with one or more spellcasters. By spending an hour performing a ritual that involves mingling your blood with that of another willing creature with the Spellcasting, Pact Magic, or Craft Magic feature, you join yourself to them in a state of magical kinship known as a coven. All creatures who have performed this ritual with you or another member of your coven with the Bond feature gain the ability to communicate telepathically with other members of the coven within a 1 mile radius. Any member of a coven can remove themselves from it by performing another hour-long ritual to do so. If you are the only Coven-Keeper in a coven and you die or leave the coven, the coven dissolves immediately.

Resonant Skill

At 3rd level, the energies that resonate between you and the members of your coven enhance your magical sensitivities. You gain a +1 bonus to Intelligence (Arcana) checks for each member of your coven within 30 feet of you when you make the check.

Coven Casting

At 10th level, the bonds of your coven have become strong enough to allow its members to share arcane energies. You or a member of your coven may cast a spell that they know and/or have prepared by expending the appropriate level of spell slot of another willing member of the coven, as long as that coven member is within 1 mile. This feature can be used a number of times equal to your Wisdom modifier, regaining all expended uses when you complete a long rest.

Charmed Life

At 14th level, your tie to your coven allows you to spare them from death. As your reaction when you see a member of your coven fall to 0 hit points, you can cause them



to instead remain conscious with 1 hit point. Once you have used this feature, you cannot use it again until you complete a long rest.

Resonant Witchery

At 20th level, the bonds of your coven resonate with intense arcane energy, a shared pool that any member can draw on. Your coven gains a shared pool of spell slots: one 5th level, one 6th level, and one seventh level. As long as they are on the same plane of existence as at least one other member, you or any member of your coven may cast a spell that they know and/or have prepared using one of these slots. You regain use of expended shared spell slots at dawn.

Medium

Witches that draw their power from communion with ancestral or fey spirits are known as Mediums. Mediums learn and derive power from the spirits that speak to them... regardless of whether or not they welcome those spirits.



Medium Expanded Spell List

Spell Level	Spells
1st	<i>false life, detect evil and good</i>
2nd	<i>augury, zone of truth</i>
3rd	<i>animate dead, speak with dead</i>
4th	<i>death ward, shadow of moil</i>
5th	<i>contact other plane, hallow</i>

Communion

At 1st level, you have learned to consult your spiritual counselors on matters of lore and learning. You gain proficiency in Arcana, Nature, History, and Religion for the purpose of recalling information.

Servant of Shadow

At 3rd level, the necrotic aura of the spirits that guide you causes your shadow to become animate. Your shadow now has the game statistics of a Shadow (*Monster Manual* pg. 269) and is under your control. It remains disguised as a normal shadow except when you command otherwise. If your shadow dies, it reforms after you complete a long rest. If your shadow causes new undead shadows to form from the deaths of non-evil humanoids, those shadows are not under your control.

Wraith-Wooer

At 10th level, one of the spirits that guide you has taken a particular interest in your life and hovers just beyond the veil at all times. You are followed by an invisible ghost companion that remains in the Border Ethereal plane. The ghost can communicate with you telepathically, allowing you to consult it individually on questions of lore and history, and it alerts you to activity in the Border Ethereal plane that might be of interest. Additionally, the ghost can imbue your spells and attacks and those of your allies with necrotic energy. When you hit with a spell or weapon attack, you can use your bonus action to deal an additional 1d10 necrotic damage. Alternatively, when you see an ally hit with a spell or weapon attack, you can use your reaction to cause the blow to deal an additional 1d10 necrotic damage. You can use this feature a number of times equal to your Wisdom modifier, regaining all uses after completing a long rest.

Spiritual Guardian

At 14th level, you have truly won the loyalty or interest of your ghost companion and forged a permanent bond with it, gaining thereby the ability to call it into the Material plane. As a bonus action, you call your ghostly companion into the Material plane in an unoccupied space within 5 feet of you. It must then immediately use its movement to reach a target and attempt to possess them; if it cannot reach a target with its movement, that use of this feature fails and the ghost returns to the Border Ethereal. When using this feature, the ghost's possession can target a creature of any type.

If the possession attempt succeeds, the target is under your companion's control and acts as your ally. The possession lasts a number of hours equal to your Wisdom modifier. If the possession fails, your ghostly companion immediately returns to the Border Ethereal plane. You can use this feature a number of times equal to your Wisdom modifier, regaining all uses after completing a long rest.

Your spirit companion can also act on its own to defend you, entering the Material plane with its Etherealness ability. Your DM decides if and when your companion deems this necessary. If it does so, it acts on your initiative count. If your ghost companion dies, it reforms in the Border Ethereal plane near you after you complete a long rest.

Undeathly Indwelling

At 20th level, your bond with your spiritual companion is nigh unbreakable; the two of you are so close as to seem one being, at times. If your ghost companion is not dead, you can use a bonus action to bring it from the Border Ethereal into your own body. When you do so, you gain 45 temporary hit points, resist acid, fire, lightning, thunder, poison; bludgeoning, piercing, and slashing from nonmagical weapons; immunity to cold, necrotic; immunity to paralyzed, petrified, and restrained, and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object or creature. These effects last for ten minutes, until you end the effect as a bonus action, or until these temporary hit points are expended.

When the effects end, you gain one level of exhaustion and your spiritual companion returns to the Border Ethereal. Once you have used this feature, you cannot use it again until you have completed a long rest.

Transmaugre

Condemned to wildernesses and wastelands for their unnatural arcana, transmaugres are witches who use their magics to wreak hideous transformations on creatures of all kinds - including themselves. From their hidden dens and underground laboratories crawl forth horrible monstrosities, nursed into existence by the clever hands of a witch. Transmaugres are particularly hated by druids and rangers for their perversion of the natural world.

Transmaugre Expanded Spell List

Spell Level	Spells
1st	<i>Speak with animals, cure wounds</i>
2nd	<i>Alter self, enlarge/reduce</i>
3rd	<i>Meld into stone, haste</i>
4th	<i>Charm monster, stone shape</i>
5th	<i>Animate objects, cure mass wounds</i>

Horror Buff

At 1st level, your fascination with and love for monstrous creatures has culminated into an expertise in all things monster-related. You have advantage on Intelligence checks to recall information about monstrosities, as well as on Animal Handling or Nature checks made to calm, train, direct, or heal monstrosities.



Recombinants

At 3rd level, you are visited by an unsettling inspiration and learn how to instill horrific permanent changes into the bodies of defenseless subjects. By spending 8 uninterrupted hours performing a ritual involving your own blood, you can transform a beast of CR 1/8 or less into a monstrosity known as a recombinant. Doing so requires the expenditure of 100 gp worth of materials.

Your recombinant acts on your initiative count and has the game statistics it had in its previous form, except that its type is monstrosity, its hit point maximum is 10, and it loses any multiattack it may have had. In addition, it gains your choice of a number of the following recombinant characteristics equal to your Wisdom modifier at the time of its creation:

- **Bioluminescence:** You outfit your recombinant's body with a glowing tail or phosphorescent spots. Your recombinant gains the ability to cast light on itself at-will without verbal, somatic, or material components.

- **Bug-Eyed Freak:** You replace your recombinant's eyes with a pair of bulbous, organic magical sensors you grew in a jar. Your familiar gains darkvision 60 feet and has advantage on Wisdom (Perception) checks.

- **Carapace:** You graft a tough carapace onto the outside of your recombinant's body. Its AC increases by 3.

- **Wings:** You stitch wings of any type onto your recombinant's body. It gains a fly speed of 30 feet.

- **Chameleon Skin:** You imbue your recombinant's skin or fur with the ability to change color to blend in with its surroundings. It has advantage on stealth checks and can take the Hide action when lightly obscured.

- **Extradimensional Pouch:** Your recombinant has a

pouch with an extradimensional space. This space functions like a *bag of holding* with the following exceptions: the space is a 4-foot deep cylinder with a diameter of 6 inches, and can hold a maximum of 100 lbs worth of contents. When your recombinant dies, the contents of the pouch spill out in an unoccupied space within 5 feet.

- **Fangs:** You stimulate the growth of your recombinant's teeth, causing them to swell into vicious fangs slaked in acidic saliva. Your recombinant can make a bite attack with these new fangs, adding its melee attack bonus to hit and dealing 1d6 + its melee ability modifier points of piercing damage + 1d6 acid damage on a hit.

- **Mutable Form:** Your recombinant gains the ability to cast the *enlarge/reduce* spell on itself at-will without verbal, somatic, or material components. When it does so, the spell lasts until it chooses to end it as a bonus action.

- **Regeneration:** The regenerative magics you imbued into your recombinant are particularly strong. Your recombinant regains 1 hit point at the beginning of each of its turns unless it has taken fire damage since the end of its last turn.

- **Spider Legs:** You replace your recombinant's legs with eight chitinous spider legs. It gains a climb speed of 40 feet and can climb on difficult surfaces, such as upside down on a ceiling, without needing to make an ability check.

- **Stinger:** You augment your recombinant with a poisonous stinger. It gains the ability to make an attack with this stinger, adding its melee attack bonus to the roll and doing 1d6 piercing damage on a hit. On a hit, the target must also make a DC 10 Constitution saving throw, taking 3d6 poison damage on a failed save, or half as much



on a successful one.

- **Tentacles:** You have grafted two fleshy or segmented tentacles onto your recombinant's body. It gains an extra reaction that it can only use to make an opportunity attack with a tentacle. This attack uses your recombinant's melee attack bonus, has a 10 foot reach, and deals 1d8 bludgeoning damage on a hit. Your recombinant can spend both of its reactions at once to make two opportunity attacks on a single target, but both must be tentacle attacks.

The recombinant obeys your commands, and considers you its parent or master. You can only control a single recombinant in this way at one time; if you create a new recombinant, your control over the previous one fades, it is no longer considered a recombinant, and it becomes hostile to you and all other creatures.

As part of the creation of your recombinant, you imbue it with regenerative magics. Because of this, when your recombinant dies you can restore it to life by gathering its head and at least 30% of its body; if you spend one hour stitching these parts back together, the recombinant comes back to life with 1 hit point and regenerates any lost limbs or body parts after you complete a long rest.

You can use your familiar to create a recombinant. After the transformation, it is still considered to be your familiar and you retain all associated benefits. However, if you create a new recombinant, your familiar recombinant still becomes hostile. Alternatively, you can cast *find familiar* on your existing recombinant if you know it. If you do so, it is considered a familiar.

Metamorphosis

At 10th level, your transformative magics allow you to grant and assume temporary monstrous forms. Choose one monstrosity of CR 2 as your metamorph. You can use your action to magically transform into that creature, or to allow your recombinant to do so. You can use this feature twice, regaining all uses when you finish a long rest. You gain new metamorphs at 12th, 15th, 18th and 20th levels. When you gain a new metamorph, you may pick a monstrosity of CR equal to or less than one quarter of your witch level,

rounded down. Alternatively, you may pick the form of a recombinant you have previously created.

You or your recombinant can stay in a metamorph for a number of hours equal to your Wisdom modifier, reverting to your normal form at the end of this time unless you expend another use of this feature. You can revert to your normal form earlier, or cause your recombinant to do so, by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, die, or if this feature is used by your recombinant (or vice versa). While you or your recombinant are transformed, follow the rules that apply for a druid's wild shape (page 67 in the *Player's Handbook*). In addition, you can now create recombinants from beasts of CR 1/4 or less.

Evolution

At 14th level, you learn to twist the pain of a killing blow into renewed abomination. Choose a monstrosity of CR 5. As your reaction when you see you or your recombinant reduced to 0 hit points, you can cause that creature to instead immediately transform into the chosen monstrosity as though with your Metamorphosis ability. You may also use this ability when you see your recombinant drop to 0 hit points in its normal form, causing it to transform into one of your metamorphs instead of dying. Once you have used either version of this feature, you cannot do so again until you complete a long rest. At 20th level, you may replace your previous choice of monstrosity with one of CR 6.

Additionally, you have learned to wreak further transfigurations on your recombinant. By spending 8 uninterrupted hours carrying out a ritual involving your own blood, you can permanently transform your recombinant into a monstrosity of CR 2 or less. At 20th level, you can use this feature to permanently transform your recombinant into a monstrosity of CR 3 or less.

Alternatively, you may choose to use this ritual to upgrade your recombinant's current form. If you do, it gains 2 (4 at 20th level) of the following greater recombinant characteristics, active even when it is in a metamorph:

- **Arcane Hide:** You imbue your

recombinant with powerful magical dampening. It has advantage on saves against spells and magical effects.

- **Blink:** You have taught your recombinant to travel through the Border Ethereal plane. As a bonus action, it can enter the Border Ethereal plane from the Material plane or vice versa.

- **Blood of the Hydra:** You have given your recombinant a transfusion of hydra blood, granting it powerful regenerative abilities. It regains 5 hit points at the end of each of its turns unless it has taken fire damage since the end of its last turn.

- **Engorgement:** You have overstimulated your recombinant's growth factor, causing it to swell to a size unprecedented for a normal creature of its type. If it was Medium or smaller, it is now Large. If it was Large, its new size is Huge. Its maximum hit points increase by a number equal to its Constitution modifier multiplied by half your witch level rounded down. Its Strength increases by 2, its attacks deal an additional 1d4 damage, and it gains the ability to

swallow a grappled creature of Medium size or smaller as an action, succeeding on a Strength (Athletics) contest to do so. A swallowed creature is blinded and restrained, takes 1d6 acid damage at the start of each of the recombinant's turns, and can escape with a successful DC 12 Strength (Athletics) check, causing the recombinant to vomit it out prone in an unoccupied space within 5 feet.

- **Magic Flesh:** You instill your recombinant's body with magical power, causing it to resist blows from nonmagical sources. Your recombinant gains resistance to bludgeoning, slashing, and piercing damage from nonmagical weapons that are not silvered.

- **Monstrous Surge:** Your recombinant learns to draw from your well of arcane power to heal itself. As a bonus action, it can restore a number of hit points equal to 1d10 + your witch level. It can use this feature once, regaining all uses on a short or long rest.

Either version of this ritual requires the expenditure of 500 gp worth of rare components.

Transmogrify

At 20th level, you have learned to curse creatures with abomination. As an action, you can attempt to curse a creature that you can see within 60 feet. The creature must make a Constitution saving throw against your spell save DC. If the saving throw fails by 5 or more, the creature is instantly transformed into a monstrosity of your choosing of CR 5 or less (of a size category that is no more than one size different from that of the target creature). Otherwise, a creature that fails the save begins to transform into the monstrosity you chose. They fall prone as they are wracked with pain, and are considered incapacitated. The incapacitated creature must repeat the saving throw at the end of its next turn, completing the transformation on a failure and ending the effect on a success. Upon completing the transformation, both you and the target creature immediately gain one level of exhaustion. If you target your recombinant with this feature, the bond between you is immediately broken and it is no longer considered a recombinant.

A creature transformed by this feature is



charmed by you for 30 days. This charm is immediately broken if you or your allies harm the creature in any way. At the end of the 30 days, the creature becomes independent and judges you based on your treatment of it. It is only hostile to you if you were unkind to it during its servitude, but may choose to leave your company unless you treated it particularly well. This transformation lasts until the creature is freed by *greater restoration*, *remove curse*, or other restorative magic.

Once you use this feature, you cannot use it again until you complete a long rest.

Multiclassing

When multiclassing as a witch to a class with the Spellcasting feature, you can use the spell slots you gain from the Craft Magic class feature to cast spells you know or have prepared from classes with the Spellcasting class feature, and you can use the spell slots you gain from the Spellcasting class feature to cast witch spells you know.

When multiclassing as a witch with warlock, you calculate the level of your witch and warlock spell slots and the number of slots together. Add together your witch and warlock levels and determine your level and number of spell slots using either class's table. These slots count as both witch and warlock slots for you.

Witch Kennings

If a kenning has prerequisites, you must meet them to learn it. You can learn the kenning at the same time as you meet its prerequisites. A level prerequisite refers to your level in this class.

Arcane Boost

Prerequisite: 9th level, the Coven-Keeper witch archetype

As your reaction when you see a member of your coven cast a spell that requires an attack roll or saving throw, you can add 1d6 to the attack roll or subtract 1d6 from the target's saving throw. You can use this feature a number of times equal to your Wisdom modifier, regaining all expended uses on a short or long rest.

Athame

Prerequisite: the Idol Activity class feature

You have learned to anoint a dagger for use as a ritual tool known as an athame, spending an hour to do so. You can only have one athame at a time. You can use your athame as your arcane focus. Choose one of the following effects:

- While holding your athame, you can use an action to cause a nonmagical item worn or carried by a creature that you can see to momentarily sharpen into magical keenness. The target must make a Dexterity saving throw against your spell save DC, accidentally pricking themselves on the sharpened item on a failed save (taking no damage). When a creature fails this save, a single drop of their blood beads on the tip of your athame and can be collected for use in the creation of idols.

- You learn the *control flame* cantrip.





Besom

Prerequisite: 9th level

You have learned to anoint a broom for ritual purposes, spending an hour to do so. You can cast *greater restoration* using a witch spell slot while holding this broom. Once you have used this feature, you cannot use it again until you complete a long rest.

Blessed Be

Prerequisite: the bless spell

You can cast *bless at-will* as a 1st-level spell without expending a spell slot.

Blood Bather

Prerequisite: 15th level

You have learned how to extend your life by bathing in the blood of goats and other ungulates. You age 1 year for every 10 that passes and retain a youthful appearance until the end of your lifespan. In addition, you can drink a bottle of fresh blood to regain 2d4 + 2 Hit Points.

Book of Shadows

Prerequisite: the Idol Activity feature

You bind yourself to a grimoire that you create or inherit. This magical tome, known as a book of shadows, contains your and/or

your coven's knowledge of arcane lore and magical secrets. By spending an hour recording what you have learned, you can create an entry for a creature for whom you currently possess an active idol. The entry contains information on the creature's habits, abilities, and weaknesses, and details how to craft an idol for creatures of that kind in the future. Creating an entry requires rare inks costing 10 gp.

You are able to craft idols based solely on your book of shadows entries. When you do, the idol is attuned to creatures of that kind in general, rather than to a single creature. An idol crafted in this way grants you your idol bonus to damage rolls against any creature of the kind whose entry you used to craft it.

For example, if you wrote an entry for Strahd von Zarovich in your book of shadows, you would be able to craft idols attuned to vampires in general. Idols crafted based on humanoid entries are attuned only to humanoids of the same race as the subject of the entry. Idols of this type cannot be used with the Spoiler feature.

If you inherit your book of shadows, it contains entries on 1d10 individual creatures of the DM's choosing.

Buffed Buddy

Prerequisite: the Recombinants feature

Choose one additional recombinant characteristic from the list given in the description of that feature. Your recombinant gains that characteristic, and when you create a new recombinant in the future, you can choose a number of characteristics equal to your Wisdom modifier + 1.

Canny

Prerequisite: 15th level, the Guile feature

You gain a second Guile attunement slot.

Chalice

Prerequisite: the Idol Activity feature

You have learned to anoint a cup or goblet for use as a ritual tool known as a chalice, spending an hour to do so. You can only have one chalice at a time. You can use your chalice as your arcane focus. Choose one of the following effects:

- You can place an idol that you have crafted into the chalice filled with any fluid. For 1 minute after you do so, you can cast a spell with a range of touch on the target of that idol as long as you are touching the idol and can also see the target. Once you have used this feature, you cannot do so again until you complete a short or long rest.
- You learn the *shape water* cantrip.

Child-Charmer

You can cast *charm person* as a 1st-level spell on children at-will without expending a spell slot. When you do, the target has disadvantage on the save and the effect lasts until dispelled.

Doctrine of Signatures

You maintain a collection of nonmagical herbs that bear superficial resemblances to humanoid body parts. As an action, you touch a bundle of these herbs to an unconscious creature with 0 hit points and cause that creature to regain 1d4 hit points. You can use this feature a number of times equal to your Wisdom modifier, using a new bundle of herbs for each use and regaining all expended uses when you complete a long rest.

Eldritch Kenning

Prerequisite: 7th level

Choose one Eldritch Invocation from the warlock's list that has only a level requirement that you equal or exceed in witch levels. You gain that invocation as this kenning.

Fog Hag

Prerequisite: 11th level

You can cast *gaseous form* on yourself at-will without expending a spell slot.

Ghost Grip

Prerequisite: 5th level, the Medium witch archetype

You learn the *mage hand* cantrip if you do not already know it. When you cast it, the hand is invisible unless you choose otherwise, has a range of 60 feet, and can lift up to 50 lbs. In addition, the hand can tap, knock, or bang on objects to create sounds that can be heard for 30 feet around.

Greater Eldritch Kenning

Prerequisite: 15th level

Choose one Eldritch Invocation from the warlock's list that has only a level requirement that you equal or exceed in witch levels. You gain that invocation as this kenning.

Hag-Ward

You can cast *protection from evil and good* at-will without expending a spell slot.

Hedge Spell

Choose a spell from the witch spell list that is of a level for which you have spell slots. You add that spell to your list of spells known, and ignore verbal component requirements for that spell as well as material requirements that have no specified value.

Herb-Witch

Prerequisite: 5th level

You can cast *speak with plants* at-will without expending a spell slot.

Hurly Burly

Prerequisite: 7th level

You can cast *haste* without expending a spell slot. Once you have used this feature, you cannot use it again until you complete a long rest.

Improved Familiar Wiles

Prerequisite: the Familiar Wiles feature

When your familiar uses the Familiar Wiles feature, it adds or subtracts 1d6 instead of 1d4 to or from the roll.

The Left Hand Path

Prerequisite: the bane spell

You can cast *bane* as a 1st-level spell at-will without expending a spell slot. If you are not left handed, you become so.

Library of Shared Experiences

Prerequisite: 5th level, the Coven-Keeper witch archetype

Choose one spell from your list of spells known. Everyone in your coven adds that spell to their class spell list or list of spells known. When you gain a level in this class, you can replace the spell with another spell from your list of spells known.

Long-Distance Brewing

Prerequisite: the Spoiler feature

The radius of the Spoiler feature is increased to 15 miles for you.

Mimicry

You can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check against your spell save DC.

Mutterer

Prerequisite: 5th level

You ignore the verbal component requirements of spells.

Monstrous Homunculus

Prerequisite: 13th level, the Recombinants feature

You learn the *create homunculus* spell and can cast it using a 6th-level witch spell slot. When you do, choose two characteristics from the list given in the description of the Recombinants feature. The homunculus you create gains those characteristics.

Pentacle

Prerequisite: the Idol Activity feature

You have learned to craft and anoint a ritual amulet inscribed with a pentacle, spending an hour to do so. You can only have one pentacle at a time. You can use your pentacle as your arcane focus. Choose one of the following effects:

- Choose one creature that you can see within 60 feet for whom you possess an idol. As a bonus action, you can cause that creature to immediately teleport to an unoccupied space within 5 feet of you. Once you have used this feature, you cannot do so again until you complete a short or long rest.
- You learn the mold earth cantrip.

Reinforced Stitching

Prerequisite: the Recombinants feature

Your recombinant's maximum hit points are 10 + your Wisdom modifier multiplied by half your witch level rounded down.



Salem's Safety

Prerequisite: 9th level

You are resistant to fire damage.

Skyclad

When you are completely naked aside from jewelry and a cloak or cape, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Slippery Servant

Prerequisite: the Recombinants feature

Your recombinant gains the ability to take the Dash, Disengage, Dodge, or Hide actions as bonus actions.

Song Stealer

Prerequisite: 3rd level

You add *silence* to your list of spells known. When you cast it, you can choose to have it target a single creature. When you do so, the target must make a Charisma saving throw. If they fail, they are silenced and can create no vocal sounds for the duration. If you maintain your concentration for the full duration of the spell, this effect becomes permanent (until dispelled by *dispel magic*, *greater restoration*, *remove curse*, or similar magic).

You can choose to speak with the voice of a creature affected by your permanent casting of this spell instead of your own. When you do, your voice becomes indistinguishable from that of the target, and you make Performance and Persuasion checks using their game statistics. You can maintain hold over a number of stolen voices equal to your Wisdom modifier, choosing one voice to return to its owner when a new casting of *silence* would

put you over your limit. When you do, the effect immediately ends for the target whose voice you released.

Once you use this feature, you cannot use it again until you complete a long rest.

Spectral Reach

Prerequisite: 5th level, the Medium witch archetype

You can use a bonus action to cause one of your arms to become incorporeal up to the shoulder. While this effect is active, your reach increases by 10 feet and you can reach into or through objects and creatures. You are able to interact with objects or creatures that you choose as though your hand was solid.

While this effect is active, you can make a melee weapon attack with your spectral arm, adding your Charisma modifier to hit and dealing 1d6 + your Charisma modifier points of force damage. You are considered proficient for this attack. Maintaining this effect requires your concentration.

Vampire Prowl

Prerequisite: 3rd level

You add *spider climb* to your list of spells known and can cast it on yourself at-will without expending a spell slot.

Wand

Prerequisite: the Idol Activity feature

You have learned to anoint a wand as a ritual tool, spending an hour to do so. You can only have one anointed wand at a time. You can use your wand as your arcane focus. Choose one of the following features:

- Choose one creature that you can see within 60 feet for whom you have an idol. As a bonus action, you can tap the idol with the wand and cause the target to either (a) have disadvantage on their next attack or (b) have advantage on their next saving throw. Once you have used this feature, you cannot use it again until you complete a short or long rest.

- You learn the *gust* cantrip.

Witch Mercy

Prerequisite: the healing word spell

You can cast *healing word* as a 1st-level spell without expending a spell slot. Once you have used this feature, you cannot use it again

until you complete a short or long rest.

Witch-Ray

Prerequisite: the ray of sickness spell

You can cast *ray of sickness* at-will as a 1st-level spell without expending a spell slot.

When you do so, it deals extra damage according to your witch level: +1d8 at 5th level, +2d8 at 11th, and +3d8 at 17th level.

Witch-Spit

Your saliva is blue, and can be used as ink.

Anything written in this ink appears to be written in random squiggles and sigils and is unintelligible to anyone but you and those you designate. A reader may attempt a single Intelligence (Investigation) check against your spell save DC, successfully piercing the illusion on a success. In addition, your spit can be substituted for the rare inks required to transcribe spells.

Witch Spell List

Cantrips (0 Level)

Blade Ward
Chill Touch
Control Flame
Create Bonfire
Dancing Lights
Fire Bolt
Friends
Gust
Mage Hand
Magic Stone
Mending
Message
Minor Illusion
Mold Earth
Prestidigitation
Produce Flame
Resistance
Sacred Flame
Shocking Grasp
Toll the Dead

1st Level

Bane
Bless
Command
Disguise Self
Faerie Fire
Feather Fall
Find Familiar
Healing Word
Hex
Identify
Mage Armor
Ray of Sickness

Sleep

Witch Bolt

2nd Level

Arcane Lock
Blindness/Deafness
Blur
Continual Flame
Detect Thoughts
Hold Person
Invisibility
Knock
Levitate
Locate Object
Moonbeam
Phantasmal Force
Suggestion
Web

3rd Level

Bestow Curse
Blink
Conjure Animals
Counterspell
Dispel Magic
Fly
Gaseous Form
Hypnotic Pattern
Lightning Bolt
Phantom Steed
Plant Growth
Remove Curse
Summon Lesser
Demons
Thunder Step

Tiny Servant

Vampiric Touch

4th Level

Arcane Eye
Conjure Woodland Beings
Charm Monster
Dimension Door
Giant Insect
Greater Invisibility
Phantasmal Killer
Polymorph
Sickening Radiance
Summon Greater Demon

5th Level

Awaken
Conjure Elemental
Contagion
Dream
Enchanted Slumber
Far Step
Infernal Calling
Modify Memory
Srying
Synaptic Static
Telekinesis
Teleportation Circle

6th Level

Chain Lightning
Conjure Fey
Disintegrate

Eyebite

Flesh to Stone
Guards and Wards
Investiture of Flame
Investiture of Ice
Investiture of Stone
Investiture of Wind
Mass Suggestion
Soul Cage
True Seeing

7th Level

Conjure Celestial
Crown of Stars
Etherealness
Finger of Death
Plane Shift
Simulacrum

8th Level

Control Weather
Demiplane
Dominate Monster
Feeblemind
Incendiary Cloud
Maze

9th Level

Astral Projection
Foresight
Shapechange
True Polymorph
Weird
Wish

Enchanted Slumber

5th-level enchantment

Casting Time: 1 hour

Range: Touch

Components: V, S

Duration: 30 days

You touch a Tiny nonmagical object and imbue it with a powerful witch's curse. A creature other than you that touches the object must make a Constitution saving throw or fall into a state of slumbering suspended animation for the duration. Time ceases to flow for it, and it doesn't grow older or require food or water. The creature cannot be woken by any means, but you can end the spell early by using an action to dismiss it. A *remove curse*, *greater restoration*, or *wish* spell also ends it. You can set a condition for the spell to end early. The condition can be anything you choose, but it must occur or be visible within 1 mile of the target.

At Higher Levels. When you cast this spell using a spell slot of 7th or 8th level, the duration is 1 year.

When you cast this spell using a spell slot of 9th level, the spell lasts until it is ended by one of the spells mentioned above.

Sample Witch NPCs

This section presents statistics for 5 sample witch NPCs: the hex-brewer, the grave witch, the mold mage, the sanguinarian, and the witch of the wilds. These NPCs were created as though they were witch player characters, and serve to demonstrate possible builds for the class and provide ready-made stat blocks for witch NPCs. Most of these NPCs were given a race according to what best suited their character design, but they can easily be altered to suit your needs.

The Hex-Brewer

The hex-brewer, grave witch, and mold mage make up a hypothetical coven for use in your campaign, but can of course also be used individually. The coven is led by the hex-brewer, whose talents help the other members of the coven to acquire blood for the creation of idols. The hex-brewer also maintains the coven's record of arcane lore and uses their talent with potions brewing to both hurt and help from afar. In battle, the hex-brewer flies above the battle, draining life energies from the coven's foes with *vampiric touch*, delivered via an idol dipped in their chalice.

Hex-Brewer

Medium humanoid (protector aasimar, any alignment)

Armor Class 14 (studded leather)

Hit Points 56 (8d8 + 0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	18 (+4)	18 (+4)

Saving Throws. Wisdom +7, Charisma +7

Senses passive Perception 14

Skills Arcana +3, Deception +7, Insight +7, Persuasion +7

Languages common, infernal, celestial

Challenge 4 (1,100 XP)

Athame. The hex-brewer has an athame that can be used according to the description of the athame kenning on page 13 of this document.

Book of Shadows. The hex-brewer has a book of arcane knowledge that allows them to craft race-generalized idols.

Chalice (Recharges on a Short or Long Rest). The hex-brewer has a chalice that can be used according to the description of the athame kenning on page 13 of this document.

Coven-Keeper. The hex-brewer can create and maintain covens, allowing the members of a coven to communicate telepathically when within 1 mile of each

other.

Long-Distance Spoilers. The hex-brewer can submerge their idols in potions to affect the target, as long as the target is within 15 miles. See the rules for the Spoiler feature (page 6 of this document).

Actions

Healing Hand (1/day). The hex-brewer touches a creature, causing them to regain 8 hit points.

Radiant Soul (1/day). The hex-brewer sprouts spectral wings, gaining a fly speed of 30 ft. In addition, for 1 minute or until they end this effect as a bonus action, they can add 8 radiant damage once per turn to a hit with their weapon or spell attack.

Craft Magic: The hex-brewer is an 8th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks) and they regain 4th level slots on a long or short rest. They know the following witch spells:

Cantrips (at-will): *dancing lights, resistance, toll the dead*

1st-4th-level (2 4th level slots): *blink, blindness/deafness, healing word, hold person, hypnotic pattern, remove curse, summon greater demon, tiny servant, vampiric touch*

Items

The hex-brewer has general idols against humans, elves, dwarves, and halflings.

The Grave Witch

The grave witch is your garden-variety goth teenager who read a bit too far into granny's book of shadows. They most likely wear heavy makeup and hang around in cemeteries. In combat, the grave witch slashes with their flaming spectral arm and uses their spells (*blink*, *blur*, *greater invisibility*) to dodge enemy attacks while their shadow distracts foes.

Grave Witch

Medium humanoid (high elf, any alignment)

Armor Class 16 (studded leather)

Hit Points 56 (8d8 + 0)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	10 (+0)	18 (+4)	16 (+3)

Saving Throws. Wisdom +7, Charisma +6

Senses passive Perception 17

Skills Arcana +3, Deception +6, Insight +7, Perception +7 Persuasion +6

Languages common, elvish, infernal, celestial

Challenge 4 (1,100 XP)

Fey Ancestry. The grave witch has advantage against being charmed and magic cannot put them to sleep.

Ghost Grip. The grave witch knows *mage hand*, and when they cast it the hand can be invisible, has a range of 60 ft., can lift 50 lbs, and can make sounds.

Hurly Burly (1/day). The grave witch can cast *haste* without expending a spell slot.

Mobile. The grave witch has the Mobile feat.

Shadow Servant. The grave witch's shadow is animate and under their control.

Actions

Spectral Squeeze. *Melee attack:* +7 to hit, one target, reach 15 ft. *Hit:* 1d6 + 3 force damage.

Green Flame Grasp. *Melee attack:* +6 to hit, reach 15 ft., one target *Hit:* 1d6 + 3 force damage plus 2d8 fire damage and an additional 2d8 + 3 fire damage to an adjacent target.

Guile Snatch (4/LR). The grave witch targets a magic item that they can see within 60 feet that is attuned to a creature that they can also see, also within 60 feet. The grave witch enters a Charisma contest with the attuned creature, causing the target magic item to appear in the grave witch's hand, attuned to the grave witch, on a success.

Craft Magic: The grave witch is an 8th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks) and they regain 4th level slots on a long or short rest. They know the following witch spells:

Cantrips (at-will): *green flame blade*, *mage hand*, *minor illusion*, *toll the dead*

1st-4th-level (2 4th level slots): *arcane eye*, *blink*, *blur*, *counterspell*, *fly*, *greater invisibility*, *invisibility*, *phantasmal killer*, *phantom steed*

The Mold Mage

The mold mage is a witch obsessed with fungi, either because they grew up in the Underdark or because they just don't have any friends. In either case, they probably carry a small glass terrarium filled with fungus now, and their trusty familiar is literally made of mold.

Mold Mage

Medium humanoid (dark elf, any alignment)

Armor Class 13 (studded leather)

Hit Points 64 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	10 (+0)	16 (+3)	16 (+3)

Saving Throws. Wisdom +6, Charisma +6

Senses passive Perception 16, devil's sight 120 ft.

Skills Arcana +3, Insight +6, Perception +6, Sleight of Hand +4, Stealth +4, Thieves' tools +4

Languages common, elvish

Challenge 4 (1,100 XP)

Fey Ancestry. The mold mage has advantage against being charmed and magic cannot put them to sleep.

Eldritch Kenning (Devil's Sight). The mold mage can see through magical darkness out to a range of 120 ft.

Elven Accuracy. When the mold mage makes an attack roll that uses Dexterity, Intelligence, Wisdom, or Charisma, they can choose to re-roll one of the dice

once.

Witch-Ray. The mold mage can cast *ray of sickness* as a 1st-level spell at-will without expending a spell slot. It deals an additional 1d8 damage.

Actions

Ray of Sickness. *Ranged Spell Attack:* +6 to hit, 60 ft., one target *Hit:* 3d8 poison damage and the target must make a DC 14 Constitution saving throw or be poisoned until the end of the mold mage's next turn.

Craft Magic: The mold mage is an 8th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks) and they regain 4th level slots on a long or short rest. They know the following witch spells:

Cantrips (at-will): *chill touch, dancing lights, mold earth, toll the dead*

1st-4th-level (2 4th level slots): *dimension door, detect thoughts, dispel magic, find familiar, lightning bolt, plant growth, ray of sickness, thunder step, web*

Innate Spellcasting: The mold mage can innately cast *dancing lights, faerie fire* (1/day), and *darkness* (1/day).

Thorny Recombinant

Medium humanoid (dark elf, any alignment)

Armor Class 17 (natural armor, carapace)

Hit Points 22

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	6 (-2)

Damage Resistances lightning, piercing

Senses darkvision 60 ft., passive Perception 14

Skills Perception +4, Stealth +3

Languages None

Challenge 1 (200 XP)

Familiar Wiles (3/day). The thorny recombinant augments the mold mage's spells with a d4 (see page 6).

Slippery Servant. The thorny recombinant can take the Dash, Disengage, Dodge, or Hide actions as bonus actions.

Thorny Characteristics. The thorny recombinant has the characteristics of a thorny (*Volo's Guide to Monsters*, page 197).

Actions

Fangs. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d6 + 1 piercing plus 1d6 acid damage.

The Sanguinarian

The sanguinarian started out as one of those poor fools that romanticize vampires. Unlike most, the sanguinarian never grew out of it and has spent their entire life attempting to emulate and become a vampire themselves. They have probably begged for undeath from actual vampires many times, and been turned away in disgust by every single one. The sanguinarian lurks around near graveyards, drinks blood habitually, and most likely sleeps in an incredibly ostentatious coffin.

Sanguinarian

Medium humanoid (half-elf, neutral evil)

Armor Class 16 (studded leather)

Hit Points 101 (15d8 + 0)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	8 (-1)	18 (+4)	18 (+4)

Saving Throws. Wisdom +9, Charisma +9

Senses passive Perception 14, darkvision 60 ft.

Skills Acrobatics +9, Deception +9, Perception +9, Performance +9, Sleight of Hand +9, Stealth +9

Languages common, infernal, elvish, dwarvish

Challenge 9 (5,000 XP)

Blood Bather. The sanguinarian keeps a youthful appearance until the end of their lifespan and can drink a bottle of fresh blood to regain 2d4 + 2 hit points.

Fey Ancestry. The sanguinarian has advantage against being charmed and magic cannot put them to sleep.

Guile. The sanguinarian has an extra attunement slot that they can use to attune items without gaining their benefits.

Evolution (1/day). As their reaction when the sanguinarian drops to 0 hit points in a metamorph, they transform into a roper (*Monster Manual* page 261).

Bonus Actions

Guile Swap (4/day). The sanguinarian swaps a magic item from a guile slot to a regular attunement slot or vice versa. They immediately gain the magical effects of the item swapped into the attunement slot and immediately lose the effects of the item swapped into the guile slot.

Actions

Bite (alter self only). *Melee attack:* +5 to hit, reach 5 ft., one target *Hit:* 1d6 points of piercing damage (counts as magical) and the sanguinarian regains an equal number of hit points to the damage dealt.

Ray of Sickness. *Ranged Spell Attack:* +9 to hit, 60 ft., one target *Hit:* 4d8 points of poison damage and the target must make a DC 17 Constitution saving throw or be poisoned until the end of the sanguinarian's next turn.

Metamorphosis (2/day). The sanguinarian transforms into one of their metamorphs: lesser vampire bat, winter wolf, or greater vampire bat (see next page).

Guile Snatch (4/day). The sanguinarian targets a magic item that they can see within 60 feet that is attuned to a creature that they can also see, also within 60 feet. The sanguinarian enters into a Charisma contest with the attuned creature, causing the target magic item to appear in the sanguinarian's hand, attuned to the sanguinarian's guile or attunement slot. This ability cannot be used unless the sanguinarian has an empty guile or attunement slot.

Craft Magic: The sanguinarian is a 15th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks) and they regain 5th level slots on a long or short rest and 6th level and higher slots on a long rest. They know the following witch spells:

Cantrips (at-will): *alter self, gaseous form (self only), minor illusion, mold earth, prestidigitation, ray of sickness, spider climb, toll the dead*

1st-5th-level (3 5th level slots): *charm monster, conjure animals, detect thoughts, fly, greater invisibility, hold person invisibility, modify memory, polymorph, scrying, suggestion, vampiric touch*

6th-level (1 slot): *soul cage*

7th-level (1 slot): *finger of death*

8th-level (1 slot): *dominate monster*

Lesser Vampire Bat

Tiny monstrosity (bat, recombinant)

Armor Class 12

Hit Points 30

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	2 (-4)	12 (+1)	4 (-3)

Senses passive Perception 11, blindsight 60 ft.

Languages none

Challenge 0 (10 XP)

Chameleon Hide. The lesser vampire bat has advantage on Dexterity (Stealth) checks and can hide when only lightly obscured.

Echolocation. The lesser vampire bat can't use its blindsight when deafened.

Keen Hearing. The lesser vampire bat has advantage on Wisdom (Perception) checks that rely on hearing.

Mutable Form. The lesser vampire bat can cast enlarge/reduce on itself without expending a spell slot or using verbal, somatic, or material components. When it does, the effect lasts until the bat ends it as a bonus action.

Regeneration. The lesser vampire bat regains 1 hit point at the beginning of each of its turns, as long as it starts its turn with at least 1 hit point and is not incapacitated.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target *Hit:* 1d6 + 1 points of piercing damage and 1d6 acid damage. If the lesser vampire bat is enlarged, it deals an additional 1d4 points of piercing damage.

Greater Vampire Bat

Large monstrosity (giant bat, recombinant)

Armor Class 16

Hit Points 38

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons

Senses passive Perception 11, blindsight 60 ft.

Languages none

Challenge 1 (200 XP)

Chameleon Hide. The greater vampire bat has advantage on Dexterity (Stealth) checks and can hide when only lightly obscured.

Echolocation. The greater vampire bat can't use its blindsight when deafened.

Keen Hearing. The greater vampire bat has advantage on Wisdom (Perception) checks that rely on hearing.

Mutable Form. The greater vampire bat can cast enlarge/reduce on itself without expending a spell slot or using verbal, somatic, or material components. When it does, the effect lasts until the bat ends it as a bonus action.

Regeneration/Blood of the Hydra. The greater vampire bat regains 6 hit points at the beginning of each of its turns, as long as it starts its turn with at least 1 hit point and is not incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target *Hit:* 1d6 + 2 points of piercing damage and 1d6 acid damage, plus 1d4 piercing if enlarged.

The Witch of the Wilds

The witch of the wilds is a lonely prodigy, wandering moors, mountains, and swamps in monstrous guise. Cast out from civilization for their strange magic or simply born far from the purview of city councils and schoolmarms, the witch of the wilds has become a master of the untamed crannies of the world and the unnatural creatures that inhabit them. Occasionally, they lurk on the edges of towns and cities, using their mimicry and uncanny charm to lure children out from the safety of civilization - to liven up their diet, perhaps, or simply to appease an aching loneliness. The witch keeps a griffon as their recombinant, and spends much of their time in one of their metamorphs. As a last resort in combat, when their metamorphs are fully expended, the witch of the wilds *true polymorphs* into an adult red dragon.

Witch of the Wilds

Medium humanoid (human, any alignment)

Armor Class 18 (skyclad)

Hit Points 131 (17d8 + 0)

Speed 30 ft.

STR DEX CON INT WIS CHA

8 (-1) 18 (+4) 10 (+0) 10 (+0) 18 (+4) 18 (+4)

Saving Throws. Dexterity +10, Wisdom +10, Charisma +10

Senses passive Perception 10

Skills Arcana +6, Athletics +5, Insight +10, Perception +10, Survival +10

Languages common, giant, goliath

Challenge 9 (5,000 XP)

Child-Charmer. The witch of the wilds can cast *charm person* on children as a 1st-level spell at-will without expending a spell slot. When they do, the target has disadvantage on the save and the effect lasts until dispelled.

Evolution (1/day). As their reaction when the witch of the wilds or their recombinant drops to 0 hit points in a metamorph, they cause the target to instead transform into a young remorhaz (*Monster Manual* page 258).

Greater Eldritch Kenning (Witch Sight). The witch of the wilds can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of them and within line of sight.

Herb Witch. The witch of the wilds can cast *speak with plants* at-will without expending a spell slot.

Hurly Burly (1/day). The wild witch can cast *haste*

without expending a spell slot.

Mimicry. The witch of the wilds can mimic animal sounds and humanoid voices. A creature that hears the sounds can determine that they are imitations by making a successful DC 18 Wisdom (Insight) check.

Mutterer. The witch of the wilds ignores verbal component requirements.

Spoiler. The witch of the wilds has the Spoiler feature (see page 6).

Actions

Metamorphosis (2/day). The witch of the wilds assumes one of her metamorphs: owlbear, phase spider, or peryton

Craft Magic: The witch of the wilds is a 17th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks) and they regain 5th level slots on a long or short rest and 6th level and higher slots on a long rest. They know the following witch spells:

Cantrips (at-will): *control flame, fire bolt, mold earth, shape water, speak with plants*

1st-5th-level (3 5th level slots): *arcane eye, awaken, charm monster, dimension door, disguise self, giant insect, greater invisibility, healing word, locate object, moonbeam, polymorph, suggestion, sleep, telekinesis*

6th-level (1 slot): *mass suggestion*

7th-level (1 slot): *crown of stars*

8th-level (1 slot): *control weather*

9th-level (1 slot): *true polymorph*