

WITCH



HOME BREW

A GUIDE TO DEVASTATING FOES AND EMPOWERING ALLIES WITH THE SPIRIT
BINDING CLASS: THE WITCH

WITCH

A tattooed elf, veiled and cloaked, draws his obsidian dagger across the sand, calling forth from the lines a ghostly apparition to help him and his allies find their way.

A trio of halfling hermits gather among candles and incense, chanting words of power to bait spirits from the shadows. The bejeweled human, dressed in exotic garb and golden chains bellows a spell which echoes with the voices of an army of lost souls, a fiendish glint in his eyes as blood drips from his palm.

A dark clad figure strolls down a shadowed alley, knowing the thieves are close behind. Unbeknownst to them, the darkness hides the beasts of stone and twig, waiting for the ambush.

Unlike shamans who pray to the spirits of nature, witches trap the tormented souls of intelligent beings lost betwixt the realm of the living and the beyond. As a witch, you learn to summon these souls and bind them to your will, gaining protection from them as well as the power to debilitate your enemies. As you attain higher levels, the coven you choose to live by grants you further abilities which extend the usefulness and power of these bonds in different ways.

Witches are diverse casters with the unique style of group casting. Focusing on helping their fellow coven members, and putting problems to bed quickly, witches have developed a means to help focus the spells of a single caster. When they are the focus, witches circumvent traditional spell casting, finding ways to strip enemies of their strengths and tear them apart.

THE POWER OF SPIRIT

Witches may or may not have a level of respect for the spirits they bind, though one could say they should. Some witches tap into the residual energies of long-departed souls, while others use extant spiritual beings as conduits for their spellcasting. Either way and whether or not they wish, witches bind part of their own soul to those that surround them. Witch spells mostly deal with manipulation of spiritual energies (both living and dead) and protections against the beings with supply those energies. As part of their connection to the spiritual world, they are also privy to information and secrets normally not meant for mortal minds. As such, witches are powerful enchanters, abjurors, and diviners.

BONDS OF THE SOUL

Witches acknowledge that there is a spiritual connection between all things – forces that inexplicably and randomly bind beings and happenings together in a kind of mass, shared fate. They see other witches as brothers and sisters, and other classes as close cousins. As a consequence, witches are often fond of forming alliances. One kind of alliance is the coven that a witch belongs to. The coven that a witch joins is the manifestation of a philosophy regarding the nature of spirits.



Some, like the coven of power, believe in a supreme energy that extends beyond the physical world, weaving together magic and the collective conscience of all living things. Others, from the coven of blood for example, believe in a more intimate connection between the physical world and the other side. In this philosophy, each soul is tied to something close to it in the physical world – a body, an object, or location that was important to it when it was alive.

CREATING A WITCH

When deciding on the witch class, think about what led your character to tap into the spirit world. Maybe witchcraft is a tradition in the area, or your character comes from an area rife with a ghostly past. Superstition is also a good trigger for a fascination with spirits. What is your relationship with spirits? Is there a measure of mutual respect? Perhaps your character feels more like a servant to the spirit than the other way around, or maybe they possess the entitlement to dominate and extort spiritual beings.

How did your character come to be an adventurer? It could be that he or she was a pariah in their community due to contact with the other side, cast out and forced to fend for him or herself. Perhaps your character is even haunted by a particular spirit, and seeks away to control or be rid of it.

QUICK BUILD

You can make a witch quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, select the Hermit background. Third, select the *chill touch*, *guidance*, and *light* cantrips.

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) + your Constitution modifier per witch level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: Herbalism kit

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, Animal Handling, Insight, Medicine, Nature, Religion, and 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 athame used as an arcane focus
- (a) a priest's pack or (b) a scholar's pack
- Any simple weapon and two daggers

Or

- You start with 2d4 x 10 gp

SPELLCASTING

Your contact with the spirit world and intuitive knowledge of the magic which allows it to persist grants you the use of spells.

CANTRIPS

You know three 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 above. To cast one of these witch spells, you must expend a spell 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 *cure wounds* and you have a 1st-level and a 2nd-level spell slot available, you can cast *cure wounds* using either slot.

SPILLS 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

Choose between Charisma or Wisdom as your spellcasting ability. Once you have made this choice, it cannot be changed. Charisma or Wisdom is your spellcasting ability for your witch spells, since your magic comes from bargaining with spirits and drawing upon ancient and forgotten magics. You use your Charisma or Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Charisma or Wisdom modifier when setting the saving throw DC for a witch spell you cast and when making an attack roll with one.

Spellsave DC = 8 + your proficiency bonus + your Charisma or Wisdom modifier

Spell attack modifier = your proficiency bonus + your Charisma or Wisdom modifier

RITUAL CASTING

You can cast a witch spell as a ritual if that spell has the ritual tag and you have the spell prepared.

BONDED CASTING

Witches are adept at casting spells in groups, and as such, can use the Help action to aid another spell caster. At 1st level your Bonded Power equals 2. This power increases as you gain levels in this class. You gain an additional 1 Bonded Power at 5th level (3), 9th level (4), 13th level (5), and 17th

THE WITCH

Level	Prof. Bonus	Bonds	Features	Cantrips	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	0	Quickening, Spellcasting	3	2	2	—	—	—	—	—	—	—	—
2nd	+2	1	Ancient Coven, Binding Rites	3	3	3	—	—	—	—	—	—	—	—
3rd	+2	1	—	3	4	4	2	—	—	—	—	—	—	—
4th	+2	1	Ability Score Improvement	4	5	4	3	—	—	—	—	—	—	—
5th	+3	1	Traditional Medicine	4	6	4	3	2	—	—	—	—	—	—
6th	+3	2	Coven Feature	4	7	4	3	3	—	—	—	—	—	—
7th	+3	2	Spiritual Spellcasting	4	8	4	3	3	1	—	—	—	—	—
8th	+3	2	Ability Score Improvement	4	9	4	3	3	2	—	—	—	—	—
9th	+4	2	—	4	10	4	3	3	3	1	—	—	—	—
10th	+4	3	Coven Feature, Omens	5	11	4	3	3	3	2	—	—	—	—
11th	+4	3	—	5	12	4	3	3	3	2	1	—	—	—
12th	+4	3	Ability Score Improvement	5	12	4	3	3	3	2	1	—	—	—
13th	+5	3	—	5	13	4	3	3	3	2	1	1	—	—
14th	+5	4	Coven Feature	5	13	4	3	3	3	2	1	1	—	—
15th	+5	4	—	5	14	4	3	3	3	2	1	1	1	—
16th	+5	4	Ability Score Improvement	5	14	4	3	3	3	2	1	1	1	—
17th	+6	4	—	5	15	4	3	3	3	2	1	1	1	1
18th	+6	5	Familiar Spirit	5	15	4	3	3	3	3	1	1	1	1
19th	+6	5	Ability Score Improvement	5	15	4	3	3	3	3	2	1	1	1
20th	+6	5	Soul Conduit	5	15	4	3	3	3	3	2	2	1	1

level (6). Utilizing your Bonded Power, you may choose one of the following effects:

- If the caster makes an attack roll for a spell, they may do so at advantage.
- If the caster's spell requires a DC saving throw, the targeted enemy receives a penalty equal to half your Bonded Power (rounded down, minimum of 1) to their save.
- If the caster's spell causes damage in some way, then they may maximize a number of dice equal to half your Bonded Power (rounded down, minimum of 1).
- If there is a maximum range to cast a spell, it may be increased by an additional number of feet equal to 10 times your Bonded Power.
- If the caster is concentrating you may give them advantage to maintain the concentration if they take damage before the beginning of your next turn.
- If the target is willing, you can use both make a DC 15 concentration check. If you both succeed, you begin concentrating on the spell instead of the target.

SPELLCASTING FOCUS

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

Alternatively, choose a focus that you feel would suit your character.

QUICKENING

At 1st level, you gain the ability to enter a trance known as the witch's quickening, letting you see beyond the borders of the material world. Entering the trance is an action and allows you to see into the Ethereal Plane up to 60 feet. You also gain insight into the emotional energy surrounding you, letting you know if and what spirits are bound within 60 feet, as well as granting you advantage to Wisdom (Insight) checks. Finally, any spells you cast which deal necrotic damage may deal psychic damage instead if you choose while in your quickening. The quickening requires concentration for the duration and may be maintained for up to a minute.

You can use this ability 3 times. You regain any expended uses when you finish a long rest.

ANCIENT COVEN

At 2nd level you commit yourself to a spiritual philosophy known as a witch's coven: the Coven of Blood, the Coven of Charms, the Coven of Ruin, the Coven of Shadows, the Coven of Symbiosis, or the Coven of Unity,

detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Additionally, you know the *find familiar* spell and it does not count against your spells known. You gain the ability to cast *find familiar* once per long rest without providing material components.

COVEN FAMILIAR SPELLS

Each coven has a list of spells—its coven spells—that you gain at the witch levels noted in the coven description. Once you gain a coven spell, you always have it prepared, and it doesn't count against the number of Spells you can know. If you have a coven spell that doesn't appear on the witch spell list, the spell is nonetheless a witch spell for you. You only have access to these spells so long as you have a familiar.

BINDING RITES

At 2nd level you can bind spirits to your service. Binding a spirit is much like casting a ritual spell and takes 10 minutes of uninterrupted meditation. During this time, the witch speaks the invocations required to summon the spirit forth and enacts the rite of binding depending on which philosophy the witch belongs to. A blood witch might utilize a bone fragment to bind the spirit, while a shadow witch might bargain with the summoned spirit, exchanging a secret for the spirit's service. You have one spirit bond. You gain additional bonds as you reach higher levels, as shown in the Bonds column of the Witch table.

When you choose a spirit to bind from the list at the end of this class description, you fill one of your available spell slots with the spirit. The spell slot used is no longer available for casting spells, and it remains unavailable for as long as the spirit filling it remains bound to you. The spirit is said to be of a level equal to the spell slot filled to bind it. Thus, a Spirit of Passion occupying a 6th level spell slot is a level 6 spirit. You cannot have more than one spirit with the same name bound at one time. Depending on the type of spirit, you gain certain

benefits while the spirit remains bound and an additional effect when you release the spirit, as detailed in the Binding Rites section.

The passive benefits the spirit grants while bound increase as you gain levels in this class.

Releasing a spirit is a bonus action, although some spirits allow release as a reaction. Once a spirit has been released, it no longer provides its passive effect and the spell slot it occupied is considered expended.

A witch may exchange any spirit she has bound by performing the ritual as described above.

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.

TRADITIONAL MEDICINE

Upon reaching 5th level, you have become proficient with Alchemy Supplies. Additionally, you can still brew potions even without Alchemy Supplies, so long as you have a cauldron.

SPIRITUAL SPELLCASTING

At 7th level you may call upon the spirits you have bound to help you cast your spells. You may dismiss a spirit as a bonus action to recover a spell slot of a level equal to that of the spirit's. The release effect of the spirit you dismissed is not activated.

OMENS

Upon reaching the 10th level, You can draw objects of a creature together and draw information about that creature. Should you have three objects belonging to a person, such as hair, blood, a beloved sword, or an important religious symbol, you can brew them in a cauldron for a day and at the end, you cast the spell *scry* with that person as the target of the spell.

Additionally, once a day you can read omens from seemingly inconsequential things as an action. For the next hour you cannot be surprised.

FAMILIAR SPIRIT

At 18th level, when cast *find familiar* or if you already have a familiar, you can awaken spiritual energy within the familiar as part of an additional ritual taking 10 minutes. Once complete, you choose one spirit from the list at the end of the class description. Its level is equal to your Charisma modifier.

Your familiar provides you with the spirit's passive effect as long as your familiar is within 100 feet of you. If the familiar dies, the spirit you initially chose produces its release effect if you can see any valid targets within range of the familiar.

Additionally, if your familiar is the sole target of an effect that deals damage while it Bound with a spirit and within 100 feet of you can choose to take that damage instead.

SOUL CONDUIT

At 20th level you gain the ability to draw power from all your spirits to empower your spells. When you cast a spell you can increase the spell save DC by an amount equal to the number of spirits you have bound. Your Familiar Spirit cannot be added to this amount.



Once you have used this ability you cannot do so again until you finish a long rest.

ANCIENT COVENS

The coven that a witch swears by at 2nd level has to do with the witch's personal philosophy on spirits. When entering a coven, the witch joins other likeminded witches and is granted abilities which align with these core philosophies. Though witches of different covens may hold similar opinions of spirits, it is important to think on how each coven's teachings shape your character's attitudes towards the binding and utilization of spirits.

COVEN OF BLOOD

Witches of the Covenant of Blood believe in strong connections between the physical world and the spiritual one. Spirits are connected to the physical world through objects that were important to them while they were alive. This knowledge allows a witch to bind spirits to her power more easily — as long as she knows a bit about the spirit's life.

Though not always, witches from the Covenant of Blood tend to dominate the spirits under their control. They generally take care to leave spirits intact and in a state no worse than before they were bound, but nevertheless are capable of using a spirit's weaknesses against them, taking advantage of their connections to the physical world in order to gain power over them.

SPIRIT OF GENEROSITY

Witches of the Covenant of Blood excel in merging the physical and the spiritual realms, and sometimes they have help from the other side. You gain the ability to bond a unique spirit: The Spirit of Generosity.

COVEN OF BLOOD FAMILIAR SPELLS

Witch Level	Spells
3rd	<i>Hold Person, Locate Object</i>
5th	<i>Remove Curse, Vampiric Touch</i>
7th	<i>Locate Creature, Polymorph</i>
9th	<i>Awaken, Greater Restoration</i>

AWAKEN THE BLOOD

Beginning at 2nd level, when you release a spirit, you can use the energy from the spiritual bonds to repair corporeal bodies. When you release a spirit, you and a creature you can touch regain hit points equal to 3 times the level of the spirit.

SYMPATHETIC MAGIC

At 6th level, you gain the power to cast spells on targets over vast distances beyond what the spell may ordinarily allow. If you have an article (blood, hair, clothing) from a creature on the same plane of existence, your spells of 5th level or lower that target only one creature may target that creature. When you cast a spell that affects a creature this way, the article you have from the target is consumed.

BLOOD BINDING

At 10th level, if a hostile living creature dies within 30 feet of you, you may bind its soul as a reaction.

You bind a spirit type of your choice to an unused spell slot. This binding expires after 24 hours or whenever you use this ability again.

The creature who provided the soul cannot be resurrected by any means short of a *true resurrection* or *wish* spell. Once you use this feature, you must finish a long rest before you can use it again.

WEAKNESS OF FLESH

At 14th level, you gain the ability to force the weakness of flesh and bone of the physical realm on to a creature. As an action you force a creature within 60 feet must succeed at a Constitution saving throw or be cursed and weakened. When the curse successfully takes root, you can choose to remove a creature's resistance to one type of damage and remove its immunities to the grappled, restrained, and prone conditions if it has any. The creature instead has advantage on saving throws against those conditions. Finally, if the creature has incorporeal movement it loses that trait. These effects last for 1 minute.

Once you have used this ability you cannot do so again until you finish a short rest.

COVEN OF CHARMS

Witches of the Covenant of Charm tap deep into the emotions which govern lingering spirits' behaviors. They use these emotions as signposts and guides to manipulate the desires and shape the aspirations of the living. They believe that although lingering spirits are echoes of the past, they hold the key to individual futures. By harnessing the raw emotional energy of the beyond, one can gain absolute control over the hearts and minds of those around him or her.

Witches of this philosophy vary in their treatment of spirits. Some befriend and learn from the spirits they bind, using that knowledge to further their own ends. Others take only cursory notice of the spirits they enslave — an attitude that often carries over into their living interactions, manipulating and charming those they will, without any true regard for the desires of those they meet.

SPIRIT OF DESIRE

Witches of the Covenant of Desire have discovered many ways of bending a creature's emotions. They can even be so convincing as to enlist spirits from the other side to whisper to a target's very soul. You gain the ability to bond a unique spirit: The Spirit of Desire.

COVEN OF CHARM FAMILIAR SPELLS

Witch Level	Spells
3rd	<i>Detect Thoughts, Suggestion</i>
5th	<i>Hypnotic Pattern, Tongues</i>
7th	<i>Hallucinatory Terrain, Phantasmal Killer</i>
9th	<i>Dream, Modify Memory</i>

SPIRIT TOKEN

At 2nd level, you gain the ability to share the emotional energy of the spirits you bind. You may tie one of your spirits you already have bound to a small object as an action.



The spirit still counts towards your maximum bonds while attached to the object. When you create a token, you also choose a recipient. As long as the recipient is in possession of the token, the spirit provides its passive effect as though the spirit were bound by the recipient (even if the holder of the token is not a witch). In either case, the magic holding the spirit to the object expires after 24 hours where it returns to your control or when you take a long rest. If the token is returned to you, you can break this magic sooner as a bonus action. Breaking this returns the spirit to you.

IN PERFECT TRUST

At 6th level, you have grown attuned to the hearts and minds of those around you. While in your quickening, you may add your proficiency bonus to Charisma (Deception) and Charisma (Persuasion) checks, or double it if you already do.

In addition, during your quickening, you gain the ability peer into the heart of a creature within 60 feet. Much like the *detect thoughts* spell, you may use an action to force the target to make a Wisdom saving throw against your spell save DC. If it fails, you gain insight into its emotional state and something that is currently influencing this state such as something it worries over, desires, loves, or hates. If the target succeeds on its saving throw, nothing happens. Unlike *detect thoughts*, the target does not become aware of the intrusion.

You may attempt to peer into the heart of a creature once per long rest.

OF ONE HEART

At 10th level, foes charmed by you are also considered charmed by allies you designate. Additionally, whenever you trigger a spirit's release effect, allies within 60 feet may damage charmed foes on their next turn without breaking the charm. Once a creature has been effected by this, it cannot be effected again for 24 hours.

Additionally when you use your quickening, you gain further insight into a creature. You can study an enemy for 1 minute in or out of combat. Doing so gives you information about their abilities. The DM can tell you if the following enemy abilities are equal to, stronger, or weaker than your own:

- Intelligence ability score
- Wisdom ability score
- Charisma ability score
- AC
- Current HP

CRUX OF DESIRE

At 14th level, your spells and spirits which can charm creatures affect those with immunity to being charmed. When you cast a spell that forces a creature to make a saving throw against or become charmed, you may strip their defenses against your magic as part of that spell. Creatures that are immune to the charm condition instead gain advantage on all saving throws to resist or break free of the effect. A creature who is not immune to being charmed now has disadvantage against being charmed by you.

You can use this ability 3 times and regain expended uses when you finish a long rest.

Additionally, you gain immunity to the charmed condition.

COVEN OF RUIN

The Covenant of Ruin has less respect for spirits than the other covens. Witches who bind these spirits utilize their magic to torture and pressure spirits in order to extract power from them. Their philosophy revolves around invoking ruin and causing as much damage as possible.

Though good witches of this coven are rare, they are not unknown. Good witches who share this coven's ideology typically aim to bind evil spirits, turning these beings into weapons for good against their will (though this can hardly be considered to be completely benign). These witches often claim this is for the greater good — using evil to combat evil.

SPIRIT OF SORROW

Witches of the Covenant of Ruin have, in their extensive abuse of spirits, discovered a unique spirit whose unearthly wails weaken the mind and body. You gain the ability to bond a unique spirit: The Spirit of Sorrow.

COVEN OF RUIN FAMILIAR SPELLS

Witch Level	Spells
3rd	<i>Crown of Madness, Shatter</i>
5th	<i>Bestow Curse, Call Lightning</i>
7th	<i>Confusion, Ice Storm</i>
9th	<i>Cloudkill, Destructive Wave</i>

DOOM

Beginning when you choose this coven at 2nd level, hostile creatures who are the target of any of your spirits' release effects are given a penalty on their next ability check or attack roll, your choice. This penalty is equal to 1/3 your witch level (rounded down, minimum of 1). If multiple creatures can be effected by this feature, choose one to take the penalty.

DEVASTATING RELEASE

At 6th level, spirits you release erupt with energy as their bonds are broken, causing harm to those around you. When you release a spirit, enemies within 30 feet of you are dealt 1d4 psychic damage per level in the Witch class if the creature fails the saving throw by 5 or more. Those who take damage hear wails and screams as the spirit is released, and feel a rush of sorrow and discomfort.

ABSOLUTE RUIN

Beginning at 10th level, you can now choose to give enemies the penalty on their next saving throws with your Doom feature.

RITE OF EXORCISM

At 14th level, you can attempt to exorcise a living creature's own soul as an action. If a creature within 30 feet fails a Charisma save against your spell save DC, they are dealt 5d6 psychic damage and 5d6 necrotic damage as their soul is torn from their body. The creature is also stunned until your next turn. A successful save means the creature takes half damage and is not stunned. You may use this ability 3 times. Expended uses recover after a long rest.

COVEN OF SHADOWS

The Covenant of Shadows subscribes to the belief that everything that exists, both physically and metaphysically, is like a shadow cast by that which came before it. Shadows are windows into worlds beyond the material plane — as one world becomes dimmer, others become brighter and easier to see by comparison.

There is reason to be wary of the dark. Witches from this coven are more cautious dealing with spirits. They know that dangers lurk in the shadows, and they are careful with their dealings lest the spirits they bind show their dark side.

SPIRIT OF FEAR

Witches of the Covenant of Shadows have learned to command the darkness and unknown, and nothing is more terrifying. You gain the ability to bond a unique spirit: The Spirit of Fear.

COVEN OF SHADOW FAMILIAR SPELLS

Witch Level	Spells
3rd	<i>Darkness, Pass Without Trace</i>
5th	<i>Fear, Nondetection</i>
7th	<i>Dimension Door, Greater Invisibility</i>
9th	<i>Mislead, Seeming</i>

THE SHADOWS HAVE EYES

You can use the spirits which dwell in the darkness to see. Beginning at 2nd level, you can see in magical and nonmagical darkness up to 120 feet as long as you have at least 1 spirit bound, and you have advantage on Wisdom (Perception) checks in dim light or darkness.

At 6th level, you can see through magical darkness.

BLINDING SHACKLES

At 6th level, hostile targets that are affected by any of your spirits' release effects must make a Constitution saving throw or be blinded for a number of rounds equal to the level of the spirit released. This ability cannot affect creatures who do not use light to see.

SPIRITS IN THE SHADOWS

Beginning at 10th level, the shadows hide many mysteries that are open to you. When you release a spirit you can remove the somatic or verbal component from the next spell you cast. Additionally, you may force an enemy to make a Wisdom saving throw instead of a Constitution saving throw against your Blinding Shackles. If you use Blinding Shackles in this manner and the creature fails its saving throw, you are considered invisible to it.

HAUNTING SHADES

Beginning at 14th level, when you release a spirit that targets a hostile creature, you may choose for the spirit to haunt that creature for a number of rounds equal to the level of the spirit, requiring your concentration as if on a spell. The passive effect of the spirit continues to aid you even while it haunts the targeted creature. Additionally, the target's attack rolls made against you are at disadvantage as the spirit interferes. When the minute expires or you lose concentration, the spirit's release effect activates again.

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

COVEN OF SYMBIOSIS

Those of the Covenant of Symbiosis take on the role of guide and hand for those beyond the grave. Often thought of as the very spirit of vengeance, witches of this covenant taken in their souls in a more intimate way. Becoming the host to a legion of souls, the witch acts as the final messenger for the spirit's next of kin and loved ones, or the final terrifying reckoning to a hated foe.

The witch can do this out of kindness, but there is always a price. The witch gains brief glimpses into the spirit's memories and skills, gaining powers and abilities beyond natural understanding.

FRAGMENTED SPIRITS

Witches of the Covenant of Symbiosis have become so attuned with the spirits they draw in, that they can combine small fragments of spirits into a single functioning spirit. When you bind a spirit you may replace the release effect of the spirit with a different spirit's release effect.

For example, you may bind a Spirit of Hate's Passive effect with the Spirit of Passion's Release effect. You may not bind a Passive effect or Release effect more than once. For example, you may not have a Spirit of Protection's Passive effect combined with a Spirit of Hate's Release effect and have the Spirit of Protection's Passive effect combined with the Spirit of Guilt's Release effect. In this example, the Spirit of Protection's Passive effect has already been used.

COVEN OF SYMBIOSIS FAMILIAR SPELLS

Witch Level	Spells
3rd	<i>See Invisibility, Spiritual Weapon</i>
5th	<i>Phantom Steed, Spirit Guardians</i>
7th	<i>Death Ward, Phantasmal Killer</i>
9th	<i>Animate Objects, Geas</i>

LEGION

Starting at 2nd level, you have become a host to a legion of souls. When you bind a spirit choose one armor, language, skill, tool, or individual weapon that you are not proficient in and gain that proficiency. When the spirit is released or replaced you lose that proficiency.

LEGION QUIRKS

d4	Quirk
1	You only refer to yourself in "we" and "us" terms.
2	Your voice changes between sounding feminine or masculine and deep or high pitched every day.
3	You take on different habits that may be unusual, such as sharpening weapons or whether you sit with your legs crossed.
4	You refer to yourself by a different name each day.

KNOWLEDGE OF THE GRAVE

Beginning at 6th level, the knowledge of the spirits you bind has empowered your body magic with unnatural power. When you bind your first spirit each day you choose one of the following effects:

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn.

Potent Spellcasting. You add your Spellcasting Ability modifier to the damage you deal with any witch cantrips.

This effect lasts so long as you have at least one spirit bound to you.

SPIRITBOUND WARRIOR

At 10th level, your spirits can further aid you in combat. When you use your action to release a spirit you can use your bonus action to cast a cantrip.

HOST OF SOULS

Upon reaching 14th level, your spirits guide your strikes and bolster your defenses. You can add +1 to saving throws and attack rolls for each spirit you have bound. Additionally, your AC cannot be less than 10 + the number of spirits you have bound.

COVEN OF UNITY

The Covenant of Unity subscribes to a philosophy that all spiritual entities are connected by a collective consciousness. They use this knowledge to surmount power over the spiritual realm itself. In other words, these witches gain their abilities by harnessing the secrets which govern the very basis of spiritual existence, rather than focusing on the relationships between the metaphysical and the material world.

SPIRIT OF TRUST

Witches of the Covenant of Unity protect both physical and spiritual realms to such a degree that they have earned the favor of a unique spirit. You gain the ability to bond a unique spirit: The Spirit of Trust.



COVEN OF UNITY FAMILIAR SPELLS

Witch Level	Spells
3rd	<i>Blur, Calm Emotions</i>
5th	<i>Feign Death, Spirit Guardians</i>
7th	<i>Death Ward, Freedom of Movement</i>
9th	<i>Commune, Legend Lore</i>

The Coven of Unity is perhaps a little more sympathetic to the spirits these witches bind. Witches of this coven tend to see spirits more as allies. They trust the spirits they bind enough to allow their power to grow under their command with the purpose of sharing this power.

SPIRIT LINK

Starting at 2nd level, you can bind the soul of an ally using one of your Binding Rites. To perform this, you must spend the time it would take to bind a spirit normally, but does not require a spellslot. Allies bound in this way gain the following benefits so long as they are within 30 feet of you:

- When you release a spirit, your ally may add your Spellcasting Ability modifier to their next attack roll.
- When you cast a spell of 1st level or higher, your ally gains advantage on their next attack roll.

If multiple allies can be effected by this ability, you choose who gains the benefit. A spirit bound in this way can be released an action when the bound ally is within 5 feet of you.

FORCEFUL PRESENCE

When you reach 6th level, you can retain control over a spirit after it produces its release effect so that it remains bound and ready to be released again.

However, once you have released the spirit the first time, it cannot be regained as a spell slot.

You may use this ability a number of times equal to half your proficiency bonus (rounded down). You regain all expended uses after you have finished a long rest.

POWERFUL BONDS

At 10th level, your body and soul develop the ability to contain more powerful spirits. When you release a spirit, the release effect is considered 1 spell level higher, to a maximum of 9th level.

Additionally, you can link yourself to the souls of others, gaining knowledge of them. While in your quickening you can use your action to know whether a creature you can see has greater or fewer hit points than yourself and all conditions it currently suffers from.

SIMULACRUM

At 14th level, should you be reduced to 0 hit points but not killed outright, your body becomes possessed by a spirit you control and you may continue to act for 1 round per level of the highest level spirit you have in your power. You cannot use this ability if you do not have any spirits bound. During this time, your hit points remain at 0 and you continue to make death saving throws.



Onlookers notice a strangeness in your movements, eyes, and voice while you remain possessed. While possessed, you can use your action on your turn to activate the release power of one of the spirits you have bound and have it remain bound. This does not count against the uses of the Forceful Presence ability.

Should you be healed under the possession (including by yourself), you awaken from the possession, conscious. Otherwise, when the duration expires, your body collapses.

WITCH MULTICLASSING

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Witch	Charisma 13 and Wisdom 13

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Witch	Light armor, simple weapons, Herbalism kit

WITCH SPELLS

CANTRIPS (0 LEVEL)

Acid Splash
Blade Ward
Chill Touch
Dancing Lights
Friends
Guidance
Gust
Green-Flame Blade
Infestation
Light
Mage Hand
Mending
Minor Illusion
Mold Earth
Poison Spray
Ray of Frost
Resistance
Thaumaturgy
Thunderclap
Toll the Dead
True Strike

1ST LEVEL

Absorb Elements
Animal Friendship
Charm Person
Chromatic Orb
Cure Wounds
Detect Magic
Disguise Self
Detect Poison and Disease
Entangle
Evil Eye of Terror ^{Witch}
Evil Eye of Weakness ^{Witch}
Evil Eye of Weight ^{Witch}
False Life
Faerie Fire
Feather Fall
Find Familiar
Fog Cloud
Healing Word
Hex
Identify
Illusory Script
Longstrider
Mage Armor
Magic Missile
Protection from Evil and Good
Purify Food and Drink
Sanctuary
Silent Image
Speak with Animals

Witch Bolt

2ND LEVEL

Alter Self
Augury
Barkskin
Blindness/Deafness
Blur
Crown of Madness
Darkness
Darkvision
Detect Thoughts
Enhance Ability
Enlarge/Reduce
Enthrall
Evil Eye of Chains ^{Witch}
Fear
Feign Death
Gentle Repose
Hold Person
Invisibility
Lesser Restoration
Levitate
Locate Animals or Plants
Locate Object
Mirror Image
Misty Step
Moonbeam
Pass Without Trace
Protection from Poison
Ray of Enfeeblement
Shadow Blade
Spike Growth
Suggestion
Warding Bond
Web

3RD LEVEL

Bestow Curse
Catnap
Clairvoyance
Counterspell
Conjure Animals
Daylight
Dispel Magic
Evil Eye of Control ^{Witch}
Fear
Fly
Haste
Magic Circle
Major Image
Phantom Steed
Protection from Energy
Remove Curse
Revivify

Sleet Storm
Slow
Speak With Dead
Spirit Guardians
Summon Lesser Demons
Tongues
Vampiric Touch
Water Walk

4TH LEVEL

Arcane Eye
Banishment
Blight
Charm Monster
Confusion
Death Ward
Dimension Door
Divination
Dominate Beast
Evard's Black Tentacles
Evil Eye of Lesser Sight
Thievery ^{Witch}
Freedom of Movement
Giant Insect
Grasping Vine
Greater Invisibility
Hallucinatory Terrain
Ice Storm
Locate Creature
Mordenkainen's Private Sanctum
Phantasmal Killer
Polymorph
Sickening Radiance
Summon Greater Demon
Vitriolic Sphere
Wall of Fire

5TH LEVEL

Animate Objects
Antilife Shell
Awaken
Commune
Cone of Cold
Conjure Elemental
Contact Other Plane
Contagion
Danse Macabre
Dominate Person
Dream
Enervation
Evil Eye of Annihilation ^{Witch}
Geas
Greater Restoration
Hallow

Hold Monster
Infernal Calling
Insect Plague
Legend Lore
Mass Cure Wounds
Mislead
Modify Memory
Negative Energy Flood
Planar Binding
Reincarnate
Scrying
Teleportation Circle
Tree Stride
Witch Sight ^{Witch}

6TH LEVEL

Arcane Gate
Circle of Death
Conjure Fey
Contingency
Create Homunculus
Create Undead
Drawmij's Instant Summons
Druid Grove
Evil Eye of Petrification ^{Witch}
Eyebite
Find the Path
Globe of Invulnerability
Heal
Investiture of Flame
Investiture of Ice
Investiture of Stone
Investiture of Wind
Magic Jar
Mass Suggestion
Mental Prison
Otiluke's Freezing Sphere
Otto's Irresistible Dance
Soul Cage
Sunbeam
Tenser's Transformation
Transport via Plants
True Seeing
Wall of Ice

7TH LEVEL

Etherealness
Evil Eye of Malformation ^{Witch}
Finger of Death
Mirage Arcane
Mordenkainen's Magnificent Mansion
Plane Shift
Power Word Pain
Prismatic Spray

Project Image
Regenerate
Sequester
Simulacrum
Symbol

8TH LEVEL

Animal Shapes
Antimagic Field
Antipathy/Sympathy

Clone
Demiplane
Dominate Monster
Evil Eye of Greater Sight
Thievery^{Witch}
Feeblemind
Illusory Dragon
Maddening Darkness
Maze

Mighty Fortress
Mind Blank
Power Word Stun
Sunburst
Trap the Soul

9TH LEVEL

Astral Projection
Foresight
Gate

Invulnerability
Mass Polymorph
Power Word Kill
Prismatic Wall
Shapechange
True Polymorph
True Resurrection
Weird
Wish

Spells tagged with the ^{Witch} mark are witch only spells detailed later in this document.



BINDING RITES

Following is a list of different spirits a witch may bind. The spirits increase in power as you gain levels in this class.

AGONY

In the presence of a spirit of Agony, foes' wounds continue to bleed and fires continue to burn. When agony is bound choose a damage type. When you deal damage of your chosen type with a spell of 1st level or higher and roll a 1 a damage die you can reroll the die and must use the new roll, even if the new roll is a 1. When Agony is bound using a 6th level spell slot or higher this increases to a 1 or 2 on a damage die and you must keep the new roll even if it is a 1 or 2.

Release. You may release Agony as a reaction when you roll a critical hit. In addition to the critical damage, you may roll an extra number of dice equal to the level of the spirit. This extra damage is psychic damage. This spirit's passive ability applies to the normal and additional dice for this attack.

CONNECTION

Requires the Coven of Blood

Spirits of Connection are always willing to make sacrifices for those who bind them with good intentions. You cast a spell of 1st level or higher that heals an ally, restore an additional 1 hit point. This bonus increases by 1 when you Connection is bound in a 4th through 6th level spell slot (+2) and again when Connection is bound in a 7th level spell slot or higher (+3).

Release. You can release Connection as part of an action or bonus action when you cast a spell that targets allies. The spell's range increases by 5 times the spirit level and allies can receive the benefit even if they cannot be seen, cannot hear you.

DESIRE

Requires the Coven of Charms

Spirits of Desire impress your desires onto others and enhance their own. As a reaction when a charmed enemy creature makes a Wisdom saving throw they take a -1 penalty to the save. When Desire is bound in a 6th level or higher spell slot the penalty the enemy creature receives increases by 1 when you bind the spirit with a 6th level spell slot or higher (-2). Once an affected creature succeeds on a Wisdom saving throw against one of your spells, that creature is immune to this spirit's effect for 24 hours.

Release. When you release this spirit as a bonus action, a number of target creatures up to the spirit level within 30ft become charmed if they fail a Wisdom saving throw against one of your spells. This effect lasts one minute. The effect ends prematurely if you or your allies damage the creature. The spirit's level also determines what kind of creature can be charmed. At 3rd level and below, only humanoids and animals can be affected. At 4th level and above, all creatures can be affected.

EMPATHY

Spirits of Empathy force your enemies to share your pain. While Empathy is bound, when an ally creature within 30 feet of you takes damage you can use your reaction to reduce that damage by 2, taking the damage yourself instead. This increases by 2 when Empathy is bound in a 4th through 6th level spell slot (4), and again when Empathy is bound in a 7th level spell slot or higher (6).

Release. You can release Empathy as a reaction when you take damage from a creature. When an ally within 30 feet of you takes damage you can use your reaction to reduce the damage they take by 5 times the spirit's level.

ENVY

Spirits of Envy take from others what they covet for themselves – life. Whenever you deal damage with an spell of 1st level or higher or spirit effect to a hostile creature while Envy is bound, you can use your reaction to regain 1d4 hit points. When Envy is bound with a 4th level spell slot or lower this healing is increased by 1d4 (2d4). This increases by 1d4 again when Envy is bound in a 7th level spell slot or higher.

Release. You may release Envy as a bonus action to grant yourself or an ally within 30 feet temporary hit points equal to 5 times the spirit level. Additionally select one hostile creature within 30 feet of the spirit's target. It must make a Wisdom saving throw or become envious of the spirit's target. As long as these temporary hit points remain, that enemy has disadvantage on attack rolls against creatures other than the spirit's target.

GLUTTONY

Spirits of Gluttony held an unending hunger for some aspect of life, be it knowledge, power, or something else. When you are forced to make a saving throw against a spell or magical effect that deals damage to you, that damage is reduced by 1. This penalty increases by 1 when Gluttony is bound in a 4th through 6th level spell slot (-2), and again when Glutton is bound in a 7th level spell spot or higher.

Release. You can release gluttony as a reaction when you must make a save against a spell that effects only you. You cast the *counterspell* spell at a level equal to the spirit level, and if the *counterspell* is successful, you gain a number of temporary hit points equal to three times the spirit level.

GREED

Spirits of Greed were once being a that held a need to own everything, or everyone. When Greed is bound you gain a bonus of +2 to your Charisma (Deception) and Charisma (Persuasion) checks. This bonus increases by +2 when Greed is bound in a 4th through 6th level spell slot, and again when Greed is bound in a 7th level or higher spell slot.

Release. You can release Greed as an action. You cast the *dispel magic* spell at a level equal to the spirit level against a creature within range that is under the effects of a spell. If the *dispel magic* is successful, you gain the benefits of the spell cast by the creature. If the spell requires concentration, you may choose to begin concentrating on the spell or let the effect end immediately.



GUILT

Spirits of Guilt cause your enemies hesitation in acts that would wrong you. While Guilt is bound, when an ally within 30 feet of you is the target of an attack roll you can use your reaction to reduce the attack roll by 1. The penalty the enemy creature receives increases by 2 when Guilt is bound in a 3rd level through 5th level spell slot (-4) and again when Guilt is bound in a 6th level spell slot or higher (-6). The creature's attacks cannot be affected again for 1 minute.

Release. When you release Guilt from your power as a bonus action, choose a creature within 30 feet of you. That creature must make a Wisdom saving throw to make an attack against an ally of yours. On a failure, the attack is lost. This lasts until the creature has made number of attack rolls equal to the spirit's level.

HOPE

Spirits of Hope come from those who strove to be a beacon in dark times. While Hope is bound, you gain a +2 bonus to your death saving throws. This increases by 2 when Hope is bound in a 4th through 6th level spell slot (+4) and again when Hope is bound in a 7th level spell slot or higher (+6).

Release. You can release Hope as a reaction when an ally within 30 feet of you makes a death saving throw. That ally gains advantage on their death saving throw and an additional bonus to the saving throw equal to level of the spirit. If the total for the save is greater than 20, your ally immediately regains 1 hit point and a number of temporary hit points equal to the level of the spirit.

JUSTICE

Spirits of Justice were exemplars of law and order, denouncing crime and lies. While Justice is bound, you gain +2 to your Wisdom (Insight) and Intelligence (Investigation) rolls. When Justice is bound with a 4th through 6th level spell slot this bonus increases by 2 (+4) and again when it is bound in a 7th level spell slot or higher (+6).

Release. You can release Justice as an action. A zone of influence is created around you in a 30 ft radius. Enemies creatures must make a Wisdom saving throw against your spell save DC or be unable to tell a lie. However, on a success, they take psychic damage equal to the spirit level when they tell a lie. This damage is considered non-lethal.

PASSION

Spirits of Passion give those who bind them the power to push themselves and others further in order to accomplish a task. When this spirit is bound you gain 2 bonus dice. These dice are d4s. You may choose to roll one of these dice and add the result to any attack roll, ability check, or saving throw you make. You lose all remaining dice when you release Passion. The amount of bonus dice you have increases to 4 when Passion is bound in a 4th through 6th level spell slot, and 6 when Passion is bound in a 7th level spell slot or higher.

Release. You may release Passion as part of an attack roll, ability check, or saving throw. You make this roll with advantage. In addition you can roll a d4 as a reaction and add the number rolled to any attack roll, ability check, or saving throw made by any creature within 30 feet for a number of rounds equal to the spirit's level.

PRIDE

Spirits of Pride were once mighty beings who thought themselves better than others and became arrogant. When Pride is bound you can attempt to reroll 1 saving throw. The amount of times you can attempt a reroll increases by 1 when Pride is bound in 6th level spell slot or higher.

Release. You can release Pride as a reaction when you fall to 0 hit points. You remain at 1 hit point instead.

PROTECTION

Spirits of Protection shield you from harm. While Protection is bound to you, you gain resistance to your choice of bludgeoning, piercing, or slashing damage, which you decide upon binding the spirit. When Protection is bound in a 6th level spell slot or higher you can choose 2 of the damage types to resist.

Release. When you release Protection from your power as a bonus action, you may create a spirit ward with a radius of 30 feet, centered on your location. The ward lasts 1 minute and is stationary for the duration. While inside the ward, a number of friendly creatures equal to the spell level cannot be charmed, frightened, or possessed. Should a friendly creature already be under one of these effects and within the Spirit of Protection's radius, they may immediately make a save against this effect at advantage. Additionally, if a friendly creature is reduced to 0 hit points within the ward but is not killed outright, the creature becomes stable.

SLOTH

Spirits of Sloth inspire sluggishness and laziness of thought and action around you. While Sloth is bound, spaces within 10 feet of you count as difficult terrain. This increases by 10 feet when Sloth is bound in a 4th through 7th level spell slot and again when Sloth is bound in an 8th level spell slot or higher (30 feet).

Release. When Sloth is released as a bonus action, a number of creature's you choose up to an amount equal to your spirit's level within 30 feet loses their reaction until your next turn.

SORROW

Requires the Coven of Ruin

The failures of your enemies continue to haunt them in the presence of a spirit of Sorrow. While Sorrow is bound to you, enemies within 30 feet who fail a save against one of your spells 1st level or higher are dealt psychic damage equal to half your level in this class (rounded down). When Sorrow is bound in a 5th level spell slot or higher this damage increases to your full level in this class. They cannot be affected by this damage more than once per turn.

Release. When Sorrow is released as a bonus action, choose a target creature within 30 feet. That creature has disadvantage on its next saving throw, ability check, or attack roll. Should this roll fail, they are dealt 1d6 psychic damage per spirit level.

TERROR

Requires the Coven of Shadow

Spirits of Fear bring nightmares to life. While Fear is bound, you gain +2 to your Charisma (Intimidation) checks. When Fear is bound with a 4th level through 6th level spell slot this bonus increases by 2 (+4) and again when it is bound with a 7th level spell slot or higher (+6).

Release. When Fear is released from its bonds as a bonus action, a number of creatures equal to the spirit level within 30 feet make a Wisdom save or be frightened for 1 minute. Each creature affected is allowed a Wisdom saving throw to end the effect at the beginning of their turn.

TRUST

Requires the Coven of Unity

The bonds of Trust make for a foundation of power. While Trust is bound, the range with which you can take the Help action is increased by 10 feet. The range increases by an additional 10 feet when Trust is bound in a 6th level spell slot or higher.

Release. When Trust is released from its bonds as an bonus action, one creature per spirit level receives one of the benefits from the bonded casting feature of the Witch's spellcasting feature.

VENGEANCE

Spirits of Vengeance are those who fell in life with vengeance in their hearts yet unfulfilled. While Vengeance is bound, whenever you are dealt damage from a living or undead source within 30 feet of you, you may use your reaction to deal the creature psychic damage equal to half your witch level (rounded down). If Vengeance is bound in a 5th level spell slot or higher, the damage increases to your full witch level.

Release. You can release the spirit of Vengeance as an action, letting it loose unto the world. Various stats of the Spirit of Vengeance are determined based off the spirit level. Once summoned the Spirit of Vengeance acts immediately after you and can be commanded to move to a location it can reach, requiring no action by you.

SPIRIT OF VENGEANCE

medium undead, chaotic neutral

Armor Class 10 + level of spirit

Hit Points 10 x level of spirit

Speed 5 x level of spirit

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Add level of spirit to each saving throw

Skills skills

Damage Vulnerabilities radiant
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons.
Damage Immunities poison
Condition Immunities prone, grappled, restrained, poisoned
Senses Darkvision 60 ft.
Languages understands any language you know, but cannot speak.
Challenge Challenge and Xp

Incorporeal Movement. The Spirit of Vengeance can move through other creatures and Objects as if they were Difficult Terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Vengeance. Regains its reaction when it lands an attack.

Bond. When the creature the Spirit of Vengeance is bound to or itself receives damage from a creature within the Spirit of Vengeance's movement speed the spirit may use its reaction to move up to its movement speed and make a melee attack against the creature if it is in range. The Spirit of Vengeance cannot take actions, instead it can only react to its Bonded creature or itself taking damage.

Reactions

Spirit-Bound Spear. *Melee Weapon Attack:* +level of spirit to hit, reach 5ft, one target. *Hit:* 1d6 + level of spirit magical piercing damage.

WONDER

You radiate an aura of awe when a spirit of Wonder is bound to you. While Wonder is bound, you can use your reaction to impose a -2 penalty on a Wisdom (Insight) or Wisdom (Perception) check made by a creature within 60 feet. This penalty increases by 2 when you Wonder is bound in a 4th through 6th level spell slot (-4) and again when Wonder is bound in a 7th level spell slot or higher (-6).

Release. When Wonder is released from its bonds as a reaction when a creature within 30 feet of you fails a saving throw against one of your spells. If the target fails the save by more than 10 - your spirit's level, the creature is stunned until the end of your next turn.

WRATH

Spirits of Hate inspire a ferocity in you. You gain an increase on damage rolls against the last creature to damage you before the start of your turn. This increase starts at +2 and increases by 2 when Hate is bound in a 4th through 6th level spell slot (+4) and again when Hate is bound in a 7th level spell slot or higher (+6).

Release. When you hit a creature with a spell or attack you may release Hate as a reaction and deal necrotic damage equal to 1d6 per spirit level.



WITCH SPELLS

EVIL EYE OF ANNIHILATION

5th level, necromancy

Casting Time: 1 Action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

You turn a vile gaze toward a creature of your choice within range that you can see. Your gaze begins to wither away the creature's body, physically destroying it. The enemy creature must make a Constitution saving throw or take 4d6 necrotic damage at the end of their turn. If a creature dies as a result of this spell their body disintegrates.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell.

The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

EVIL EYE OF CHAINS

2nd level, necromancy

Casting Time: 1 Action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

You turn a vile gaze toward a creature of your choice within range that you can see. A creature caught in your gaze believes they are ensnared by chains and must make a Wisdom saving throw or be restrained and take 1d6 psychic damage as they struggle against their imagined bonds. They may repeat this saving throw at the end of each of their turns, ending the effect on a success.

The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

EVIL EYE OF CONTROL

3rd level, enchantment

Casting Time: 1 Action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

You turn a vile gaze toward a creature of your choice within range that you can see. An creature caught in your gaze must make a Wisdom saving throw or you can control it like a puppet as a bonus action causing it to either make a single melee weapon attack against a creature within range, or to have disadvantage on an attack rolls until the end of its next turn. The creature may remake this saving throw at the end of its turn.

The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

EVIL EYE OF GREATER SIGHT THIEVERY

8th level, necromancy

Casting Time: 1 Action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

You turn a vile gaze toward a creature of your choice within range that you can see. A creature caught in your gaze begins to lose it's senses. The creature must make a Charisma saving throw or lose any special Senses that it might have such as Blindsight, Darkvision, or Truesight and be effected by the blinded condition. Additionally, if the creature lost at least one Sense from this spell you gain that Sense. The creature may repeat this saving throw at the end of its turn, ending the effect on a success.

The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

EVIL EYE OF LESSER SIGHT THIEVERY

4th level, necromancy

Casting Time: 1 Action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

You turn a vile gaze toward a creature of your choice within range that you can see. A creature caught in your gaze begins to lose it's senses. The creature must make a Charisma or lose any Darkvision it had and you gain Darkvision out to that range. The creature may repeat this saving throw at the end of its turn, ending the effect on a success.

The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

EVIL EYE OF MALFORMATION

7th level, necromancy

Casting Time: 1 Action

Range: 120 feet

Components: S

Duration: Instantaneous

You turn a vile gaze toward a creature of your choice within range that you can see. Your gaze curses the creature with horrific deformities. The creature must make a Charisma saving throw or become cursed. Their body becomes physically disfigured and they suffer the following conditions:

- Their speed is halved.
- They have disadvantage on attack rolls, ability checks, and saving throws based on Strength, Dexterity, or Constitution.

They may repeat this saving throw once every 24 hours.

EVIL EYE OF PETRIFICATION

6th level, necromancy

Casting Time: 1 Action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

You turn a vile gaze toward a creature of your choice within range that you can see. Your gaze is like that of Medusa and begins to turn a creature to stone. The creature must make a Constitution saving throw or begin to become petrified.

On a failed saving throw the creature's movement speed is reduced by 10 feet. If the creature fails the saving throw by 5 or more its movement speed is reduced by 20 feet.

On a success, the creature regains 10 feet of movement. If the creature succeeds by 5 or more it regains 20 feet of movement speed. The creature repeats this saving throw at the end of each of its turns.

If a creature reaches 0 movement speed they become petrified. The petrification lasts until it is freed by the *greater restoration* spell or other magic.

The spell also ends if the target is ever outside the spell's range or if it has total cover from you and the creature's movement speed is restored at the end of its next turn.

EVIL EYE OF TERROR

1st level, necromancy

Casting Time: 1 Action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

You turn a vile gaze toward a creature of your choice within range that you can see. Your gaze instills a sense of dread and horror in the target. A construct or an undead is immune to this effect. The target must succeed on a Wisdom saving throw or become frightened of you until the spell ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

EVIL EYE OF WEAKNESS

1st level, necromancy

Casting Time: 1 Action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

You turn a vile gaze toward a creature of your choice within range that you can see. The creature must make a Constitution saving throw or feel weakened and move slower. On a failure, roll 1d6 at the start of your turn. The enemy creature receives a penalty to their attack rolls and ability checks based on Strength or Dexterity equal to the number rolled that turn. The creature may repeat this saving throw at the end of its turn.

The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

EVIL EYE OF WEIGHT

1st level, necromancy

Casting Time: 1 Action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

You turn a vile gaze toward a creature of your choice within range that you can see. Your gaze causes enemies to feel as if they are being crushed by immense weight. The creature must make a Wisdom saving throw or move they move as if they are in difficult terrain.

The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

WITCH SIGHT

5th level, necromancy

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (An ointment for the eyes that costs 5 gp; is made from herbal powder and blood; and is consumed by the spell)

Duration: Concentration, up to 1 minute

You can see the true form of any Shapechanger or creature concealed by Illusion or Transmutation magic while the creature is within 120 feet of you and within line of sight.





THIS IS YOUR LIFE

To aid you in the creation of a witch, you may use the following tables to help you decide on your character's backstory and goals.

COVEN INITIATION

At some point in a witch's life they might have found or joined a coven of witches. Such a coven might be located in a small settlement buried in a forest or mountain, maybe they discovered a abandoned or tower, or even within a large city manipulating things from the shadows.

Regardless of where they might be found, consider how you were brought to them. What were your thoughts upon meeting them? Did they force you to stay, or even join? Or did you make that decision on your own?

COVEN INITIATIONS

d6 Initiation

- 1 You were born with magic and would have been killed, but your family gave you to the coven to protect you.
- 2 Your parents and family are part of the coven.
- 3 You were kidnapped as a child and forced to join.
- 4 You were a prepared sacrifice who was saved by the spirits.
- 5 You were discovered lost and alone near their settlement and were taken in for your protection.
- 6 You were summoned by the coven during a mishap in a ritual.

SPIRITUAL BOND

Few creatures in the world understand or perhaps even believe in spirits. A farmer might at some point come to understand that a ghost or a wraith is a monster that can terrorize the world. An elf might have knowledge of a banshee and how to defeat one. But a witch is not so limited on their view. A spirit may be able to take a more tangible, visible, form into the world but such an event does not speak to the endless flow of spirits that are hidden behind the thin, weak, veil. A veil that can be opened and used by one who knows how.

Often one who learns this lesson, came to this knowledge through a particular event. The meeting of a spirit can prove dangerous as they are little more than power and emotion unchained by small things like morals.

Consider how you came to know of spirits and their power. Did it leave you so amazed that you had to seek more? Perhaps you were horrified but seek to conquer that fear. Also think about how this effects your view of spirits themselves. Are they dangerous or misguided? Can they be trusted? Befriended? Must they be enslaved and be made a weapon?

SPIRITUAL BONDS

d6 Bond

- 1 You were possessed by a spirit to enact some task it sought to complete.
- 2 Part of your soul was ripped from your body and you linger somewhere between worlds.
- 3 A banshee's scream nearly killed you, and you still hear its wail today.
- 4 You could always see the spirits of others who have passed, silently watching the world around them.
You had an imaginary friend for a part of your life,
- 5 which aided you through the darkest moments, and you later found out it was a spirit.
- 6 A powerful wayward spirit drew you into the Ethereal Plane for a time and your very soul was altered by it.

DEPARTURE

A coven is often a close gathering, and understanding that strength in numbers is an asset to survival means that covens can be as close as a family. Even in an internal conflict, a coven rarely seeks a death of its members, instead punishing them in other ways.

With such a close group, it is rare for one to leave the coven. Consider as to why you had to leave the coven. How was your life in the coven until now? Did you hate it? Will you miss members of the coven or have you cast such notions away? How does your character deal without the coven nearby?

DEPARTURES

d6 Departure

- 1 You were banished for an alleged crime to the coven.
- 2 You were sent to locate powerful magical relics.
- 3 You left to complete your coming of age trials and come back a full fledged member of the coven.
- 4 You sought to see the outside world with your own eyes, rather than just stories.
- 5 You were tasked with hunting down and eliminating a great threat to the coven.
- 6 You were sent to establish mercantile, political, religious, or magical ties with a foreign power

CLASS TRAINING

If you chose to become a witch, here is a section to help you decide how your character became one. Roll a d6 and find the number you rolled on the appropriate table in this section, which describes how you came to be a witch.

The above sections in this chapter have further story suggestions, which you can use in concert with the material here.

WITCH

d6 I became a witch because...

- 1 I seek unimaginable power.
- 2 I was hunted and nearly killed for having the magic and sought a means of survival.
- 3 I seek to meet the expectations placed upon me by my coven.
- 4 I wish to keep our power, ancient magics, and rituals from disappearing to history.
- 5 Spirits whispered to me of things forgotten by the most.
- 6 It was foretold by another witch.



EPIC WITCH

The following section is how the Witch class advances using Marc Altfuldisch's Epic Characters module located on the DMs Guild.

The witch follows the progression of the druid for its breakdown of levels between 21 and 30. Further spell slot progression is stated in the Epic Spell Capacity feature.

THE EPIC WITCH

Level	Features	Bonds	Cantrips Known
21	Empowered Familiar, Ability Score Increase	5	5
22	—	5	5
23	Witch Coven feature	5	5
24	Grimoire	6	5
25	Familiar Sight, Ability Score Improvement	6	5
26	—	6	6
27	Witch Coven feature	7	6
28	Spiritual Projection	7	6
29	Epic Spell Capacity, Ability Score Improvement	7	6
30	Witching Hour	8	6

EPIC FLAVOR

Before starting an epic game, you might want to consider adding some epic flavor to your witch. Use the epic warlock's Eerie Vibe to do so.

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

EMPOWERED FAMILIAR

At 21st level, your familiar becomes bound to you. When the familiar takes damage you can choose to take that damage instead losing health equal to the damage the familiar would have taken. You can take this damage so long as you and the familiar are on the same plane of existence.

EPIC SPELL CAPACITY

Beginning at 22nd level, you gain an additional 6th and 7th level spell slot, at 26th level you gain another 8th and 9th level spell slot, and at 29th level you gain a 10th, 11th and 12th level spell slot.

CANTRIPS

Many cantrips continue to increase in potency as characters progress past 20th level. If a cantrip has a uniform progression at 5th level, 11th level, and 17th level, it continues that progression at 23rd level and 28th level.

For example, the eldritch blast cantrip gains an additional beam at 23rd level for a total of five beams, and again at 28th level for a total of six beams.

Similarly, the vicious mockery cantrip increases by 1d4 damage at 23rd level for a total of 5d4 damage, and again at 28th level for a total of 6d4 damage.

If a cantrip progresses through various die types, such as from a d4 to a d6, it can also progress at 23rd and 28th level, though it can't increase in power beyond a single d12.

WITCH COVEN FEATURE

Your chosen coven grants you features at 23rd and 27th level.

COVEN OF BLOOD

Homebrew

PARASITIC MAGIC

Beginning at 23rd level, when you cast a spell using your Sympathetic Magic you only have a chance for the item to be consumed. Roll a d20 and on a 1, the item is consumed. Otherwise, the item is not consumed.

Additionally, any spell of 9th level or lower can be cast using your Sympathetic magic.

CURSE OF FLESH

Starting at 27th level, the weakness of flesh you force on creatures becomes a powerful curse. When you use your Weakness of Flesh feature, a creature that fails the saving throw loses immunity to all conditions.

Additionally, you can use your Weakness of Flesh feature 2 times per short rest.

COVEN OF CHARMS

Homebrew

SPIRITUAL CONNECTION

Beginning at 23rd level, you are no longer limited on the amount of Spirit Tokens you can create. Additionally, when an ally is carrying a Spirit Token they are considered proficient in Wisdom saving throws.

OTHERWORLDLY INFLUENCE

Starting at 27th level, you can cast the *suggestion* spell at will when you are in your Quickening.

COVEN OF RUIN

Homebrew

RUINOUS RELEASE

Beginning at 23rd level, the damage die of your Devastating Release increases to d8s.

This increases again to d10s when you reach 30th level.

LINGERING DOOM

Starting at 27th level, when you use your Doom feature on an enemy roll 1d4. The enemy has disadvantage on their next ability check, attack roll, or saving throw for a number of turns equal to the number rolled.

COVEN OF SHADOWS

Homebrew

SPIRIT SIGHT

Beginning at 23rd level, The Shadows Have Eyes feature now grants you true sight for 120 feet of you so long as you have a spirit bound to you.

RITE OF POSSESSION

Starting at 27th level, you have learned to empower your Haunting Shades. A creature affected by your Haunting Shades must make a Charisma saving throw at the beginning of each of its turn. If the creature fails the saving throw, you can control the creature's action or movement (your choice). This lasts a number of turns equal to the spirit's level.

COVEN OF SYMBIOSIS

Homebrew

SPIRIT BOUND CHAMPION

Beginning at 23rd level, when you use your action to release a spirit you can use your bonus action to cast a spell.

ENDLESS

Starting at 27th level, your Host of Souls has grown in power. You can add +1 to damage rolls for each spirit you have bound. Additionally, once per long rest you can add +1 to your initiative for each spirit you have bound.

COVEN OF UNITY

Homebrew

SOUL BOND

Beginning at 23rd level, the benefits of Spirit Link now affect all the allies you are linked with. Additionally, when you use the Help action to help a Soul Linked ally, they can temporary hit points equal half your witch level.

SPIRIT INFUSION

Starting at 27th level, when you bind an ally's spirit with Spirit Link you can impart the passive benefit from one of your currently bound spirits to that ally, while still also retaining the benefit. Your Familiar Spirit's passive cannot be imparted to an ally.

GRIMOIRE

At 24th level, you gain the ability to create a powerful Grimoire. The Grimoire takes 8 hours of work to create and once created you can bind it to yourself using one of your Soul Bonds. While the Grimoire is bound to you, you can prepare an additional 5 spells. Additionally, should you ever die, your soul is brought into the Grimoire. So long as the Grimoire remains intact it can be targeted with any spell that can bring a creature back to life to resurrect you.

FAMILIAR SIGHT

Beginning at 25th level, you can perceive through your familiar without being blinded or deafened as you are capable of processing both at the same time. Additionally, when you use your Quickening, your familiar also gain the effect as well.

SPIRITUAL PROJECTION

Upon reaching 28th level, you can send a spiritual projection of yourself out. The spirit has a flying speed of 40 feet and can pass through solid objects as if it were difficult terrain. As a reaction you can teleport to the spirit's position, dispelling it in the process. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

WITCHING HOUR

At 30th level, you have reached the height of your power. As an action you can enter your Witching Hour. For the next hour you gain the following benefits:

- You regain a number of hit points equal to the number of spirits you have bound at the start of your turn.
- You can use your reaction when you receive damage to reduce that damage by half.
- You can bind a spirit as a bonus action.
- When you release a spirit that heals or deals damage, you maximize the damage or healing dice.

WITCH ITEMS

SPIRIT BOUND ANTHEM +1, +2, +3

Anthem, uncommon (+1), rare (+2), very rare (+3), (requires attunement by a witch)

- While holding this anthem, you gain a bonus to spell attack rolls determined by the anthem's rarity.
- You can use this anthem as a spellcasting focus for your witch spells.
- Additionally, you may spend ten minutes calling a spirit to the dagger. The level of this spirit depends on your max spell slot level, up to level 5 for the spirit. The spirit does not count against your max spirits bound. Once the bonding is complete, the spirit functions as if bound to you.

WITCH'S HAT

Wondrous Item, common (requires attunement by a witch)

- You can use the hat as a spellcasting focus for your witch spells.
- You can try to cast a cantrip that you don't know. The cantrip must be on the witch spell list, and you must make a DC 10 Intelligence (Arcana) check. If the check succeeds, you cast the spell. If the check fails, so does the spell, and the action used to cast the spell is wasted. In either case, you can't use this property again until you finish a long rest.

LANTERN OF THE FIRST CIRCLE

Wondrous Item, legendary (Requires attunement by a witch)

The spirit trapped within the lantern claims that it taught the first magic casters how to bind their power together, forming the first circle. Other legends state that the first circle of witches formed to bind this powerful spirit forever to the lantern. By appearance, the lantern is built of dark metal with a sickly green glow emanating between the housing. Upon closer inspection one can make out the spirit that dwells within, but few descriptions of it line up.

DORMANT

You gain a +1 bonus to spell attack rolls.

SPIRIT OF POWER

While attuned to the lantern, you have the Spirit of Power bound to you, and it does not count against your maximum number of spirits bound. While Power is bound, you gain a +1 bonus to the saving throw DCs of your witch spells.

Release. The spirit refuses to be released.

Sentient. The spirit that dwells within the lantern yet retains its capacity to think. With a chaotic neutral alignment and an Intelligence of 12, a Wisdom of 16, and a Charisma of 15. It has hearing and lifesense for 30 feet.

Personality. The spirit is manipulative and patient, willing to play a long game to see its goal fulfilled. That goal is yet unknown, but doesn't appear to care about being freed from its prison.

AWAKENED

You gain a +2 bonus to spell attack rolls.

SPIRIT OF POWER

While attuned to the lantern, you have the Spirit of Power bound to you, and it does not count against your maximum number of spirits bound. While Power is bound, you gain a +2 bonus to the saving throw DCs of your witch spells.

Release. When Power is released from its bonds as an action, it strips the enemy of its supposed protections. You may target one enemy within 30 feet of you. Regardless of resistances or immunities, that enemy is vulnerable to all damage received until the start of your next turn. Once released Power does not reform in the lantern until a long rest has been completed.

Sentient. The spirit that dwells within the lantern yet retains its capacity to think. With a chaotic neutral alignment and an Intelligence of 12, a Wisdom of 16, and a Charisma of 15. It has hearing and lifesense for 30 feet.

Personality. The spirit is manipulative and patient, willing to play a long game to see its goal fulfilled. That goal is yet unknown, but doesn't appear to care about being freed from its prison.

EXALTED

You gain a +3 bonus to spell attack rolls.

SPIRIT OF POWER

While attuned to the lantern, you have the Spirit of Power bound to you, and it does not count against your maximum number of spirits bound. While Power is bound, you gain a +3 bonus to the saving throw DCs of your witch spells.

Release. When Power is released from its bonds as an action, it strips the enemy of its supposed protections. You may target one enemy within 30 feet of you. Regardless of resistances or immunities, that enemy is vulnerable to all damage received until the start of your next turn. Once released Power does not reform in the lantern until a long rest has been completed.

Sentient. The spirit that dwells within the lantern yet retains its capacity to think. With a chaotic neutral alignment and an Intelligence of 12, a Wisdom of 16, and a Charisma of 15. It has hearing and lifesense for 30 feet.

Personality. The spirit is manipulative and patient, willing to play a long game to see its goal fulfilled. That goal is yet unknown, but doesn't appear to care about being freed from its prison.

Spirit's Call. The spirit can cast *Spirit Guardians* and *Healing Spirit* once per day. It decides when to cast the spell and maintains concentration on them so that you don't have to. You may use your bonus action to request that the spirit move the Healing Spirit to a location within 30 feet of you.



SPELL SLOTS MAXIMUM/EXPENDED

SPIRIT NAMESPIRIT NAMESPIRIT NAMESPIRIT NAMESPIRIT NAME

DESIGN NOTES

BASE CLASS

I increased the hit points to a d8 base because it feels more accurate to the witch living alone in the woods surviving and the focus of the witch was to be a versatile support caster.

I decided to switch the base saving throws to the standard common/rare saving throw pattern of most classes.

One of the most discussed changes was the Spell Casting Ability. The argument came down to this: Is a witch crafty or a wise survivor. The answer was that both are correct and it depends on the witch. This could have been decided by the subclass but many feel like either could work so it was decided that you can simply choose.

The most significant change was the Bonded Casting. A sub-feature of the witch's Spellcasting (though if that really doesn't work for you, it can always be a first level feature.) This was a significant change to turn the witch into a support caster and make the witch feel more thematically correct. This gave the witch a unique help action where they can utilize the legendary "circle" casting to empower spells. Imagine a group of NPC witches who all gather to aid one caster in empowering a spell. That feels like a real witch to me. It is designed around the Proficiency Bonus, but without giving powerful Bonded Casting to a high level wizard with one level in witch. Thus, it utilizes "Bonded Power" to not be Proficiency Bonus. This has received very positive feedback so far.

I decided right off the bat when making these changes that Covens would be the name for the subclasses as having a coven of witches in the world and one of them is a player in the party has powerful story elements rather than one who has sworn an oath of sorts. Further, witches often seem like they utilize very old and powerful magics forgotten by the world, hence why the subclass name is "Ancient Covens".

The coven spells and *find familiar* are awesome reasons to keep your familiar alive. Due to great feedback, we have finally covered the hole where the *find familiar* spell was not a free cost for the one time you got it for free a day.

The Spirit Ward feature always felt a little odd to me so instead I modified it to fit in as an actual Spirit: The Spirit of Protection.

A long time ago, in v.4 of the Witch, I started this project and had made my edits. Back then I added ribbon features to help the witch meet a thematic goal. These revolved around two common witch elements: The cauldron and the broom. The cauldron still remains in a fashion, but the broom was removed to not force any kind of reliance on a particular magical item. Though I am of the opinion that all witch players should strive for a *broom of flying*. Traditional Medicine was the edit to the cauldron ability giving you the alchemy kit proficiency along side your herbalism kit.

Omens were the replacement feature for the Broom Etiquette. It is a small feature meant to be a ribbon feature but borders on helpful for combat.

The familiar spirit dies SO MUCH and with how necessary it is for some of your spells, I came to the conclusion that you can keep it alive. Just not through AOE.

Finally the capstone. I REALLY did not care for Ghostly Step. It felt like it just barely fit into the class. Instead I opted for a single powerful spell that you are trying to force to work. +5 may be too strong in the end, but I feel like a one time use good spell can be on par with some of what the paladin can do.

COVENS

The largest choice with the covens was to give each of them a particular spirit. This was because there was plenty of feedback about how some spirits are only useful to one coven AND that the coven's felt more unique thematically with a unique spirit for them to bind.

Blood and Ruin covens are the most unchanged since they were decently solid already. Charms was given a slight boost for it to make more sense and be on par with the other covens.

Shadows is the coven I am most on the fence about. It has never felt quite good enough.

Symbiosis was one of my original unique Covens, but it didn't really work with the theme (it was a Witchblade basically.) Instead I opted for this to be a unique Legion of Souls where you be a melee witch or a spellcaster witch, you can get bonus proficiencies per spirit bound and it feels really neat! Players who have been given this update have been very eager to try this out. Also, I threw in a fun table to make this even more entertaining.

Unity had a small change to make its first Coven feature be more unique and defining. Being able to link to your allies was already being asked for so this just made it more fitting for a Unity witch.

Finally, if you look far into the past you will find I have two additional covens created. The Coven of Creation (A witch based loosely off Malificent from the movies creating vine and bramble creatures and off the Drust from WoW.) and the Coven of Fates which was all about luck and misfortune and kinda based on the 3 hags sharing the eye in Greek mythology. Both of these have been shelved for now until I have a better idea of how I want them to work so they are not so... complex/clunky.

SPIRITS

The second largest change to the class was the spirits. First, the feedback was consistently that the passive effect of the spirits were too strong. This was changed so that while it still scales off of the spell level, there are deadzones that do not grant an increase. This achieves two things, passives are still present and keeping a spirit bound always grants nice small benefits. However, the player should have less draw to keep a spirit bound over releasing one. After that came the release effects which were all brought into the same format, scaling off the spell level which means for the greatest bang, try a high level spell. Finally, with the change to the Covens that grant them unique spirits, there was a significant drop in the amount of spirits a user can choose from. As such I designed several new spirits to try out.

SPELLS

Looking over MANY other witch classes most of them had something in common, the witch's Evil Eye. It had great lore behind it and shows up in plenty of anime and manga (looking at you Kumoko). However, I never could decide if I wanted to find a way to add it to the base class or create a coven revolving around it. Ultimately, I did not like either option so began playing around with the idea for a series of unique spells much in the way of a paladin's smite series. The core design revolved around having to see your target and then it always played by the same rules as Witch Bolt. I still want to state that you cannot have more Evil Eyes active than you have eyes, but that only comes into play if you have one eye... or can have concentration on two spells.

Also I added Witch Sight because there was totally going to be comments if a Witch didn't have Witch Sight. The Warlock gets the invocation at 15th level, but the effects do not warrant an 8th level spell, so I decided to drop it to a 5th level spell and the Warlock just gets the same result but as a passive effect.

THIS IS YOUR LIFE

This actually was created a long time ago and was updated for this release. Hope you enjoy creating a witch!

EPIC WITCH

This will be an interesting item. One of my core goals for any Homebrew I create is to not only tie it into D&D properly, but to also tie it into other Homebrews. In this case I chose to create a level 21-30 witch based on Marc Atfuldisch's Epic Characters module.

WITCH ITEMS

These were designed a long time ago as well, the first is a unique witch item much like a *rod of the pactkeeper* but without the spell save DC increase. The next is a simple common item to give a witch their witch hat AND a witch item much like the common items found in Xanathar's Guide to Everything. Finally, the third is a Vestige of Divergence in the same vein as Matt Mercer items in Critical Role.

CHARACTER SHEET

Like the Epic Witch I decided to create another item off of the DMsGuild. A Class specific Witch Character Sheet! The moment I introduced Emmet Byrne's Character sheets to our groups I was asked for one for the Witch.

PRACTICE SAFE HOMEBREWING

People love to flex their creative muscles while composing new homebrew content. More often than not, the inspiration for you homebrew comes from another source. Sometimes significantly. Other times just as a spark.

What is important for the community is that you share your sources of inspiration. This back cover can serve as an easy to find, easy to read place for you to do just that.

So go ahead, remove this chunk of copy and tell everyone who inspired you.

Cover Art: [Skiorh](#)

When you're ready to share with the community, don't forget to mark your document as public so people can find it in the [GM BinderSearch](#)



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THANK YOU ARTISTS!

FeiHai. "2" pg. 13

Gorod Zamok. "City Fantasy Arkhitektura" pg. 8

Markus Erdt. "Dark mage." pg. 6

Matias Tapia. "Evil Seed (Hellfire)" pg. 4

Liang-Xing. "Grimoire Fanatic Chantelle2" pg. Cover

Anastasia Ovchinnikova. "Gypsy" pg. 15

pusiaty. "Just Summoning Some Magic Snakes" pg. 17

GoveRtZ. "Ravenna" pg. 9

Cristi Balansecu. "The Witch" pg. 1

glelsey. "Witch" pg. 11

aromhawk. "Witch Finished" pg. 19

VityaR83. "Witch House (Winter)" pg. 18

The candle image was with u/Zarieth for the class symbol. Thank you whoever made it! pg. 18