

## WITCH

Standing on moss-covered steps in the path of an advancing ogre, a young shrine maiden carefully pours a hot cup of tea. She whispers a word of thanks into the rising steam, and as she raises the drink, the ogre drops the greatclub from his hand as he sits in wonder, gazing at the offering.

Peering over a bubbling cauldron, a mother watches her child breathe raggedly under a patchwork quilt. A crow alights upon her shoulder with white-blossoming herbs in its beak, and she sighs with relief as she adds them to the magic brew.

Striding through the great mead hall, a wizened crone strikes terror into the hearts of once-brave warriors. She points a bony finger at the old king, and as shadow and fire leap to the fury of her cackling command, the king dies knowing he has earned this fate.

Witches are powerful mages as well as devoted caretakers, combining patience, insight, and subtlety with extraordinary willfulness. While other spellcasters might use magic in grand gestures that bend the world to their whims, a witch's power works in harmony with the people, plants, animals, and magical forces around them. The practice of witchcraft is often rooted in everyday rituals and chores, emphasizing the value in doing things with care and deliberation rather than taking shortcuts.

### POWERFUL CONSEQUENCES

Witches are infamous for their curses, but they don't curse others on a whim. A witch's curse is most often a consequence for causing harm or engaging in disrespectful behavior, to the witch themselves or the people and places under their care. Curses range from a minor, temporary rebuke—causing a bully to startle at their own shadow—to permanent ramifications meted out as justice for wicked acts—transforming a greedy poacher into a helpless deer. If the recipient of the curse demonstrates increased understanding and remorse for their actions, the witch may be persuaded to lift the spell.





## THE WITCH

Level	Proficiency Bonus	Features	Cantrips Known	Spell Slots per Spell Level								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Witchcraft	3	2	—	—	—	—	—	—	—	—
2nd	+2	Coven	3	3	—	—	—	—	—	—	—	—
3rd	+2	Retributive Curses	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Increase	4	4	3	—	—	—	—	—	—	—
5th	+3	Wracking Curses	4	4	3	2	—	—	—	—	—	—
6th	+3	Coven Feature	4	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Increase	4	4	3	3	2	—	—	—	—	—
9th	+4	—	4	4	3	3	3	1	—	—	—	—
10th	+4	Coven Feature	5	4	3	3	3	2	—	—	—	—
11th	+4	—	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Increase	5	4	3	3	3	2	1	—	—	—
13th	+5	—	5	4	3	3	3	2	1	1	—	—
14th	+5	Coven Feature	5	4	3	3	3	2	1	1	—	—
15th	+5	—	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Increase	5	4	3	3	3	2	1	1	1	—
17th	+6	—	5	4	3	3	3	2	1	1	1	1
18th	+6	Willful Walls	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Increase	5	4	3	3	3	3	2	1	1	1
20th	+6	True Craft	5	4	3	3	3	3	2	2	1	1

## CONNECTION AND COMMUNITY

A home—both a location and the people who live there—is a foundational part of witchcraft. A witch often serves as a protector, counselor, and healer to the people (and animals, plants, and spirits) who live near them, whether or not this role is sanctioned by the local authorities. Often, this spellwork is seamlessly incorporated into simple home goods and handcrafts, familiar gifts that comfort their recipients and lie dormant until needed. While a witch doesn't necessarily stay in one place, they understand the importance of community, and work to preserve balance between people, the natural world, and supernatural forces wherever they go.

## CREATING A WITCH

When making a witch, consider your character's relationship to the world and the creatures around them. How closely do they live to the subjects of their care, and what would it take to make your witch break away from them? How did they meet their familiar, and what do they do for each other? What everyday rituals ground them in their work?

Perhaps your character is new to witchcraft, or perhaps they spent years as an apprentice learning traditions,

rituals, and hexes from their mentor. If your character had a mentor, what was your relationship with that witch, and what lessons did they impart to you beyond the practices of spellcasting and magic?

## QUICK BUILD

You can make a witch quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Dexterity or Constitution. Second, choose the *cackle*, *guidance*, and *mending* cantrips (the *cackle* cantrip is included at the end of this class).

## CLASS FEATURES

As a witch, you gain the following class features:

### HIT POINTS

**Hit Dice:** 1d6 per witch level

**Hit Points at 1st Level:** 6 + your Constitution modifier

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per witch level after 1st

### PROFICIENCIES

**Armor:** None

**Weapons:** Simple weapons

**Tools:** Two types of artisan's tools of your choice

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose three from Animal Handling, Arcana, Insight, Intimidation, Medicine, Nature, Perception, Persuasion, 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 arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- Two daggers

## SPELLCASTING

As a custodian of old folkways and the balance between worlds, you can cast witch spells. Your magic works through subtle but emphatic suggestion, channeling your will to influence the wellbeing, fate, or opinions of beings who need a little (or not-so-little) nudge to exist in harmony with others.

### CANTRIPS

At 1st level, 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.

### PREPARING AND CASTING SPELLS

The Witch table shows how many spell slots you have to cast your witch spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of witch spells that are available for you to cast, choosing from the witch spell list. When you do so, choose a number of witch spells equal to your Wisdom modifier + your witch level. The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level witch, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of witch spells requires time spent practicing your craft: at least 1 minute per spell level for each spell on your list.

### SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your witch spells, since your magic draws upon your profound attunement to the presence of magic in all things. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a witch spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier

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

## SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your witch spells. Witches may also have unusual, home-made, or repurposed objects as their arcane focuses, such as brooms, kitchen knives, kettles, dolls, or similar household objects. To use such an item as your arcane focus, you must spend an hour-long meditation dedicating it to that purpose.

## WITCHCRAFT

You bring a touch of magic to everyday materials and tasks, and as a result, the fruits of your labor bear a subtle—but potent—power. Savvy witches soon learn that common chores can be just as useful as flashier forms of spellcasting; they can channel magic just as easily by cooking up restorative meals, growing strange medicines in their gardens, weaving charm bracelets, and stitching protection into the seams of clothes. They also empower their familiars to aid them in spellcasting.

## TOKENS

The minor results of a witch's craft—potions, salves, one-use charms, and favors—are commonly called tokens, and any given witch can expect to make countless numbers of them in their lifetime. Many witches make a living by trading tokens with those in need, although few ever become wealthy that way.

Any 1st-level witch spell that targets one or more creatures can be crafted into a token with 1 hour of labor. To craft it, you must have an unexpended spell slot of a high enough level to cast the spell (you need not have the spell prepared) and you must succeed on a Wisdom check using artisan's tools with a DC of 10 + the spell's level. On a failure, the item isn't created; if the check fails by 5 or more, you also expend a spell slot of the spell's level.

You can attempt to make a single token during a short or long rest. Tokens take a form appropriate to the artisan's tools you use to create them. An herbalism kit might produce a potion or salve; chef's tools might produce a cupcake.

Once created, a creature holding the token can cast the spell from it using your spell save DC, spell attack bonus, and spellcasting ability. If the spell requires concentration, the creature must concentrate. The token then loses its magical properties, becoming a mundane item of its kind.

At 9th level, you can create a token with any witch spell of 2nd level or lower. At 13th level, you can create a token with any witch spell of 3rd level or lower.

You can maintain a number of active tokens equal to your proficiency bonus. If you make an additional token while at your limit, the magic fades from your oldest token.



## TALISMANS

When you put your back into your craft and devote a little part of yourself to what you're making, you can weave your magic into a talisman that will last forever. Many witches make talismans of their hats, boots, cloaks, or walking sticks. Brooms, athames, keys, and tools are also popular. Some witches guard their talismans jealously, but others craft them specifically for heroes, loved ones, or younger witches under their tutelage.

Any witch spell that doesn't require a costly material component can be crafted into a talisman if you have an unexpended spell slot of a high enough level to cast it (you need not have the spell prepared). To craft a talisman, you must spend 24 hours of labor (this time need not be continuous) and make a DC 20 Wisdom check using artisan's tools. On a success, you permanently sacrifice a spell slot of the spell's level to complete the talisman.

A creature holding the talisman can cast that spell from it, using your spell save DC, spell attack bonus, and spell-casting ability. Once the talisman is used to cast its spell, it can't be used that way again until the next dawn.

You can add more spells to a talisman, or more uses of the same spell, with an additional 24 hours of labor, another Wisdom check using artisan's tools, and another sacrificed spell slot of the appropriate level.

You can recover the sacrificed spell slot by holding the talisman for 1 minute. The talisman ceases to be a magic item, and you regain that spell slot the next time you finish a long rest. Similarly, if the talisman is destroyed, you regain the spell slot when you finish your next long rest.

Alternatively, you can sacrifice a 3rd-level spell slot to craft an item from the Common or Uncommon Items table, or a 6th-level spell slot to craft an item from the Rare Items table.

### COMMON AND UNCOMMON ITEMS

Magic Item	Attunement
<i>amulet of proof against detection and location</i>	Yes
<i>bag of tricks</i>	No
<i>boots of the winterlands</i>	Yes
<i>brooch of shielding</i>	Yes
<i>broom of flying</i>	No
<i>cloak of the manta ray</i>	No
<i>eversmoking bottle</i>	No
<i>gem of brightness</i>	No
<i>lantern of revealing</i>	No
<i>necklace of adaptation</i>	Yes
<i>periapt of health</i>	No
<i>periapt of wound closure</i>	Yes
<i>ring of mind shielding</i>	Yes
<i>slippers of spider climbing</i>	Yes
<i>stone of good luck</i>	Yes

### RARE ITEMS

Magic Item	Attunement
<i>cape of the mountebank</i>	No
<i>cloak of the bat</i>	Yes
<i>dagger of venom</i>	No
<i>folding boat</i>	No
<i>gem of seeing</i>	Yes
<i>handy haversack</i>	No
<i>horseshoes of speed</i>	No
<i>mantle of spell resistance</i>	Yes
<i>periapt of proof against poison</i>	No
<i>ring of feather falling</i>	Yes
<i>rope of entanglement</i>	No
<i>staff of withering</i>	Yes

## WITCH'S FAMILIAR

A witch's familiar is their lifelong companion and friend. You can choose to invest a willing **bat**, **cat**, **crab**, **frog** (toad), **hawk**, **lizard**, **octopus**, **owl**, **poisonous snake**, fish (**quipper**), **rat**, **raven**, **sea horse**, **spider**, or **weasel** (or any other CR 0 creature approved by your GM) with magical power. Your familiar acts independently of you, but they generally heed your requests. In combat, they roll their own initiative and act on their own turn.

When your familiar is reduced to 0 hit points, you can use a reaction to expend a spell slot of 1st level or higher to make them drop to 1 hit point instead. If your familiar dies, you can perform a ritual to revive them during a short or long rest. The ritual requires 10 gp of herbs or incense, and your familiar returns to life with all their hit points.

You can communicate telepathically with your familiar, regardless of distance. Additionally, as an action, you can see through your familiar's eyes and hear what they hear until the start of your next turn, gaining the benefits of any special senses the familiar has. During this time, you are deaf and blind with regard to your own senses.

You can't have more than one familiar at a time. If you choose another animal as your witch's familiar, you lose your connection to your previous familiar.

## MAGICAL ASSISTANT

When you cast a spell with a range of touch, your familiar can deliver the spell as if they had cast the spell. Your familiar must be within 100 feet of you, and they must use their reaction to deliver the spell when you cast it. If the spell requires an attack roll, they use your attack modifier for the roll.

While you are maintaining concentration on a spell and touching your familiar, you can transfer concentration to your familiar as a bonus action. Damage that you take can't break your concentration on the spell, though the spell your familiar is concentrating on ends if you cast

another spell that requires concentration. You can transfer concentration on the spell back to yourself as a bonus action by touching your familiar.

Your familiar can use your Constitution saving throw bonus in place of their own if they must make a saving throw to maintain concentration. The spell ends if they lose concentration or if they are killed or incapacitated.

## RETRIBUTIVE CURSES

Witches are quick to punish those who wrong them. A witch's curse carries a personal grudge, imbuing certain spells with additional potency, as shown in the Curse Spells table below.

Starting at 3rd level, when a creature within 60 feet of you deals damage to you or forces you to make a saving throw, you can cast a curse spell on the triggering creature as a reaction. You must have the spell prepared, have a spell slot of a high enough level to cast it with, and can only target the triggering creature. However, the spell's range becomes 60 feet and you can cast it even if you can't see the triggering creature.

You can also use this reaction when a creature within range deals damage to or forces a saving throw from a creature holding a token or talisman you've created.

At the GM's discretion, you may be able to use this reaction when you come within range of someone who has dealt serious harm to you, or to people or things under your care. Someone who burned down your house while you were away might be subject to a curse as soon as you track them down.

### CURSE SPELLS

Spell Level	Spell	Concentration
1st	<i>bane</i>	Yes
1st	<i>hideous laughter</i>	Yes
1st	<i>witch's grasp*</i>	Yes
2nd	<i>blindness/deafness</i>	No
2nd	<i>ray of enfeeblement</i>	Yes
2nd	<i>tongue-tie*</i>	Yes
3rd	<i>bestow curse</i>	Yes
4th	<i>phantasmal killer (Coven of the Wicked only)</i>	Yes
5th	<i>othershoes*</i>	Yes
6th	<i>irresistible dance</i>	Yes
6th	<i>flesh to stone</i>	Yes
8th	<i>miser's menace*</i>	No
9th	<i>imprisonment</i>	No

\* New witch spell found at the end of this class.

## ABILITY SCORE IMPROVEMENT

When you reach 4th, 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.

## WRACKING CURSES

A witch's curse inflicts added harm on any who have wronged them. Starting at 5th level, once per turn when you deal damage to a creature that is under the effects of a curse you cast with your Retributive Curses feature, you can deal an extra 1d10 psychic damage to it.

When you reach 11th level in this class, the extra damage increases to 2d10.

## WILLFUL WALLS

At 18th level, a witch's labor bears so much of their connection to magic that the very sticks, stones, walls, and hearth of their dwelling respond. You may take 8 hours to fashion a place where you've taken a long rest into a sanctum. If the place is already owned or inhabited, you must have permission from its owner to reside there. You determine the boundaries of your sanctum, but you must be able to traverse its perimeter in an hour or less.

If you have a sanctum that's at least 7 days old, it becomes highly resistant to intrusion; you can cast the *hallow* spell on one 60-foot-radius area within your sanctum without material components. If you are in your sanctum when a creature tries to force its way into this area, you can impose disadvantage on the Charisma saving throw it makes to ignore the spell's effects.

You can only have one sanctum at a time. Whenever you fashion a new sanctum, your old sanctum goes dormant, and if you decide to restore it, it takes another 8 hours of labor and another 7 days to regain its full power. If you designate a new sanctum, any *hallow* spell you cast on a previous sanctum with this feature immediately ends.



## TRUE CRAFT

True witchcraft knows no limits. At 20th level, you can create a token or talisman using a spell of 8th level or lower from another class's spell list by expending a spell slot one level higher than the spell you choose.





## COVENS

A witch's coven reflects their approach to practicing witchcraft, the intertwined discipline of high spellcasting with the rituals of daily life. A witch's coven is usually shared by a mentor or small group of more experienced witches, although some witches find their philosophy and coven drift from that of their fellows into another, and some have even been known to find their way to a coven's philosophies self-taught.

### COVEN OF THE CLAW

Living far from civilization in remote places of wilderness and isolation, the Coven of the Claw's wisdom is piercing, contemplative, and often ascetic. Claw witches tend to their fellow outsiders, trappers and hunters and hermits with no one else to watch over them, and to those compelled to travel the hard path, deep and far, to seek them out. Their care is harsh and truthful, but they fiercely protect their territory and those within it against harm and exploitation.

### CLAW SPELLS

2ND-LEVEL COVEN OF THE CLAW FEATURE

Your philosophical understanding of the laws of wild places grants you access to certain spells. At 2nd level, you learn the *poison spray* and *primal savagery* cantrips. You gain access to additional spells when you reach certain levels in this class, as shown in the Coven of the Claw Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the witch spell list, the spell is nonetheless a witch spell for you.

### COVEN OF THE CLAW SPELLS

Witch Level	Spells
2nd	<i>hunter's mark</i> , <i>speak with animals</i>
3rd	<i>alter self</i> , <i>spider climb</i>
5th	<i>conjure animals</i> , <i>haste</i>
7th	<i>dominate beast</i> , <i>wyrding*</i>
9th	<i>insect plague</i> , <i>hold monster</i>

\* New witch spell found at the end of this class.

### CURSE OF THE CLAW

2ND-LEVEL COVEN OF THE CLAW FEATURE

When you cast *hunter's mark* or a curse spell on one or more creatures, for the duration of the spell you can use a bonus action to make a melee weapon attack against an affected target within 5 feet of you using an unarmed strike or simple weapon.

### CRIMSON GIFT

2ND-LEVEL COVEN OF THE CLAW FEATURE

Witches of the Coven of the Claw are trained for battle as few other witches are. When you choose this coven, you gain the following benefits:

- You gain proficiency with light and medium armor, and with shields.
- Your hit point maximum increases by 2, and each time you gain a level in the witch class your hit point maximum increases by an additional 1 hit point.
- You can use Wisdom instead of Strength or Dexterity for your weapon attack and damage rolls, including unarmed strikes.

### CALL TO THE HUNTER

6TH-LEVEL COVEN OF THE CLAW FEATURE

You can call an allied Beast to your side in times of need, drawing on your reciprocal connection to the living things around you. When you summon this ally, choose its native environment: Air, Land, or Water. The creature has the form of an animal native to the chosen environment, which determines certain traits in its stat block. The creature disappears after 1 minute or when it is reduced to 0 hit points.

In combat, it shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it defends itself from hostile creatures or takes the Dodge action, using its movement to avoid danger.

Once you use this feature, you can't use it again until you finish a short or long rest, or until you expend a spell slot of 2nd level or higher as an action to regain the use of this feature.



## ALLIED HUNTER

*Small or Medium Beast*

**Armor Class** 10 + PB (natural armor)

**Hit Points** 10 (Air Only) or 20 (Land and Water Only) plus (5 × PB)

**Speed** 30 ft.; climb 30 ft. (Land only); fly 40 ft. (Air only); swim 30 ft. (Water only)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	6 (-2)	14 (+2)	5 (-3)

**Skills** Stealth +1 plus PB, Survival +2 plus PB

**Senses** darkvision 60 ft., passive Perception 12

**Languages** understands the languages you speak

**Challenge** —

**Proficiency Bonus (PB)** equals your Proficiency Bonus

**Claw-Called.** The hunter has advantage on attack rolls against a creature that is frightened, grappled, incapacitated, or under the effects of a curse spell you cast.

**Curse Eater.** Once per turn, when the hunter deals damage to a creature that is under the effects of a curse spell that you cast, the hunter regains PB hit points.

**Aquatic Adaption (Water Only).** The hunter can breathe only underwater. It has advantage on Dexterity checks and saving throws in aquatic environments.

**Tenacious (Land Only).** The hunter has advantage on Strength checks made to grapple a target or escape from a grapple.

### Actions

**Multiattack.** The hunter makes a number of attacks equal to half your proficiency bonus (rounded down).

**Hunter's Strike.** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + 4 plus PB piercing damage.

## RED FRENZY

10TH-LEVEL COVEN OF THE CLAW FEATURE

You can attack twice, instead of once, whenever you take the Attack action on your turn or make an attack as part of casting the *primal savagery* cantrip. Alternatively, when you take the Attack action on your turn, you can cast one of your witch cantrips in place of one of those attacks.

## STEADY WILL

14TH-LEVEL COVEN OF THE CLAW FEATURE

You can't lose concentration on *hunter's mark* or curse spells that you cast as a result of taking damage. Additionally, you have advantage on saving throws against the frightened and stunned conditions.

## COVEN OF THE GREEN

The Coven of the Green are custodians of ancient medicinal wisdom, showing their care by attentively cultivating things that grow and transforming them into nourishment, charms, salves and poultices. They understand best the symmetry between people and the natural world, the dancing of bees and the games that hares and foxes play, and how the roots of trees and fungi lace together and support a stump that's been cut. But being so aware of the big picture places them beyond and apart from it; green witches tend to settle well outside of towns and villages, if only a short trip away. A gardener tends the flower beds, but she isn't herself a flower.

## GREEN SPELLS

2ND-LEVEL COVEN OF THE GREEN FEATURE

Your connection with root and leaf grants you access to certain spells. At 2nd level, you learn the *druidcraft* and *thorn whip* cantrips. You gain access to additional spells when you reach certain levels in this class, as shown in the Coven of the Green Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the witch spell list, the spell is nonetheless a witch spell for you.

### COVEN OF THE GREEN SPELLS

Witch Level	Spells
2nd	<i>entangle, goodberry</i>
3rd	<i>barkskin, spike growth</i>
5th	<i>plant growth, speak with plants</i>
7th	<i>grasping vine, hallucinatory terrain</i>
9th	<i>commune with nature, tree stride</i>

## CURSE OF THE GRASPING GREEN

2ND-LEVEL COVEN OF THE GREEN FEATURE

A creature under the effects of a curse spell you cast also treats soil and nonmagical vegetation as difficult terrain for the duration of the spell. A flying creature treats air within 15 feet of soil or nonmagical plants as difficult



terrain. While in difficult terrain, the creature also has disadvantage on saving throws against spells and abilities that would grant the prone and restrained conditions.

However, when you cast a spell that creates magical plant growth or transforms the ground in an area, creatures of your choice automatically succeed on saving throws against the spell's effects, and they can move normally through the area even if your spell turns it into difficult terrain.

## GREEN GIFTS

2ND-LEVEL COVEN OF THE GREEN FEATURE

You gain proficiency with a herbalism kit and a poisoner's kit. You gain resistance to poison damage, and you have advantage on saving throws to avoid or end the poisoned condition. Additionally, you can keep plant cuttings alive and well for as long as they're on your person, and can coax them into taking root again with 1 hour of labor. While you're carrying a plant cutting, you may use it as an arcane focus.

As part of a short or long rest, you can prepare an herbal tea for up to eight creatures. A creature that drinks this tea during this rest gains advantage on the next Constitution saving throw it makes before the end of its next long rest.

## WILD GROWTH

6TH-LEVEL COVEN OF THE GREEN FEATURE

Plants around you grow faster while your dreaming mind works on them. When you plant seeds or clippings in fertile soil at the start of a long rest, they grow as if a month has passed when you finish that long rest. They must be exposed to sunlight or moonlight, and they must be within 30 feet of you for the duration of your rest.

If you grow herbs with this feature, the next time you prepare spells, you can create a number of potions equal to your proficiency bonus from herbs that you grow, chosen from the following options:

- *Elixir of health*
- *Potion of animal friendship*
- *Potion of fire breath*
- *Potion of growth*
- *Potion of healing*
- *Potion of mind reading*
- *Potion of resistance* (you decide the type of resistance it grants)
- *Potion of water breathing*

Potions that you create with this feature lose their potency in 24 hours if unused. You can gather seeds or clippings for this feature with 10 minutes of labor in a garden or other fertile area, or purchase seeds worth at least 1 gp.

## BLOODTHORN

10TH-LEVEL COVEN OF THE GREEN FEATURE

You can sprout deadly thorns from vines you create. As a bonus action when a creature is grappled, restrained, or paralyzed by a witch spell you cast, you can impale that creature with thorns, dealing 2d8 + your Wisdom modifier piercing damage.

Once you use this feature, you can't use it again until you finish a short or long rest, or until you expend a spell slot of 1st level or higher as an action to regain the use of this feature.

## VERDANT SLUMBER

14TH-LEVEL COVEN OF THE GREEN FEATURE

You can preserve defeated foes or fallen allies in a lasting slumber. When a creature you can see within 60 feet of you would die as a result of damage or failed death saving throws, you can stabilize it and put it to sleep at 0 hit points as a reaction. The creature remains asleep for 24 hours, or until you choose for it to awaken as an action. It is immune to all damage in this form.

If you move the creature to an area of fertile soil and natural growth, the duration of its slumber extends to a year and a day, as moss and vines grow over it. When you sleep within 60 feet of the sleeping creature, you can communicate with it in dreams. Many creatures preserved in this way are willing to share knowledge in exchange for eventual release, and you have advantage on Charisma checks that you make to interact with them.

You can extend the duration of a creature's slumber by another year and a day by expending a 7th-level spell slot as an action on the day that the duration would end. Otherwise, it wakes as if it had finished a long rest.

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

## COVEN OF THE HEART

Of all witches, witches of the heart take the most interest in the lives and troubles of ordinary people, and they excel as matchmakers, advice-givers, and gossips. Whether they dwell in the charmingly odd house at the edge of town or in the attic apartments above a busy store, heart witches tend to live among the people that their magic serves and become fixtures of community life, attending town halls and festivals and helping out around town until others hardly think there's anything remarkable about a witch living among them.

## HEART SPELLS

2ND-LEVEL COVEN OF THE HEART FEATURE

Your connection to the magic of emotions and bonds grants you access to certain spells. At 2nd level, you learn the *prestidigitation* and *spare the dying* cantrips. You gain access to additional spells when you reach certain levels in this class, as shown in the Coven of the Heart Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the witch spell list, the spell is nonetheless a witch spell for you.

### COVEN OF THE HEART SPELLS

Witch Level	Spells
2nd	<i>healing word, sanctuary</i>
3rd	<i>calm emotions, warding bond</i>
5th	<i>mass healing word, revivify</i>
7th	<i>death ward, resilient sphere</i>
9th	<i>telepathic bond, raise dead</i>



## CURSE UPON THE HEARTLESS

2ND-LEVEL COVEN OF THE HEART FEATURE

When you cast a curse spell on one or more creatures, you also reduce the targets' ability to inflict harm on others. For the duration of your curse, once per round when a target of your spell deals damage, you can roll a d8 and reduce the damage it deals to one target by that amount. If the target of your curse is a Fiend or Undead, roll the die twice and use the higher roll.

## HEART'S GIFT

2ND-LEVEL COVEN OF THE HEART FEATURE

When you cast *spare the dying* or a spell that restores hit points to a creature, you can expend a number of Hit Dice up to your proficiency bonus to roll an equal number of d6s and add the total to the number of hit points one target of your spell regains.

## OVERFLOWING HEART

6TH-LEVEL COVEN OF THE HEART FEATURE

You begin to channel your true feelings into your magic. When you finish a long rest, you can select a number of willing creatures up to your proficiency bonus + your Wisdom modifier. When you cast a spell that targets one or more of these creatures, you can replace one verbal or somatic component, or one material component worth up to 500 gp. You replace that component with the target's laughter or tears, or a shared kiss or embrace.

## SYMPATHETIC BOND

10TH-LEVEL COVEN OF THE HEART FEATURE

The bonds of the heart care nothing for distance. When a creature gives you an object that symbolizes their friendship or love, such as a lock of hair or a rose in bloom, you can target them with spells you cast as if you can see and touch them while you hold the object. If the creature's friendship or love toward you ends, the object loses this feature and you are aware of it.

## WITCH'S GRACE

14TH-LEVEL COVEN OF THE HEART FEATURE

The power of your sympathy and empathy can overwhelm the hardest of hearts, making you a powerful force for reconciliation. When a creature that you and your allies haven't harmed or insulted deals damage to you or an ally of yours that you can see, you can use an action on your turn to implore the creature to cease hostility. At the start of your next turn, if the creature has not been attacked, threatened, or forced to make a saving throw by you and your allies since you used this feature, it feels the presence of a curse waiting to inflict consequences should it harm you or your allies.

For the next 24 hours, or until you or your allies attack, threaten, or force the creature to make a saving throw, the act of harming you or your allies causes the curse to immediately take effect. While cursed in this way, the creature has disadvantage on all ability checks, attack rolls, and saving throws for the following 24 hours, including the action that triggered the curse.

Creatures that can't understand a language can't be affected by this feature. If you or your allies have harmed or

insulted a creature but made sufficient amends (as determined by the GM), you can use this feature as if you have not done harm or given insult.

Once you use this feature, you can't do so again until you expend a 7th-level spell slot as an action to regain the use of it.

## COVEN OF THE WICKED

No witch sets out to be wicked, and no witch chooses the wicked covenant. Players may not pick the Covenant of the Wicked at 2nd level; this covenant is a doom that befalls witches whose care turns to selfishness and whose magic sours with misuse. Members of this covenant like to paint themselves as misunderstood victims, but it's not tragedy that turns a witch's heart to darkness—it's the inability to let go of their suffering.

A wicked witch might claim to be an enemy to all the world, but they always have one kind of person in particular—usually related to their past self, and what soured their magic—that they despise above all else. When you become wicked, choose a virtue that is anathema to you: courage, fairness, generosity, innocence, loyalty, kindness, optimism, prudence, selflessness, or being in love. Beings that display this virtue are especially tempting targets for your ire.



## TURNING WICKED

When a witch begins to go wicked, their magic warps, and they lose access to some of their covenant spells. This should be a conversation between the player and the GM. The line between righteous retribution and vindictive cruelty can be very thin, but witchcraft permits the former and condemns the latter.

When the first signs of your wickedness peek through, pick one of the covenant spells you've been granted and replace it with one of the Covenant of the Wicked spells of the same level below. Each time you finish a long rest, replace another of your covenant spells if you've continued down the path of wickedness.

### COVEN OF THE WICKED SPELLS

Witch Level	Spells
2nd	<i>inflict wounds, command</i>
3rd	<i>acid arrow, detect thoughts</i>
5th	<i>animate dead, vampiric touch</i>
7th	<i>blight, phantasmal killer</i>
9th	<i>antilife shell, contagion</i>

When half of your original covenant spells are gone, change your covenant to the Covenant of the Wicked, replacing your old covenant features with those below. Hereafter, if you gain your 3rd, 5th, 7th or 9th level in the witch class, you learn one spell of your choice you would have learned from your previous covenant and one spell of your choice from the Covenant of the Wicked Spells table. These are witch spells for you.



### REST FOR THE WICKED

A witch that has turned to wickedness can never turn away from it—alone. If someone shows they care for a wicked witch, shows them how far they've fallen, and dedicates themselves to the witch's rehabilitation, the two of them can begin the process of repairing the damage done.

During the process of rehabilitation, the witch loses access to their Coven of the Wicked features. These features return if they renege on their desire to mend their ways.

Magic, like milk, can't unspoil, but the spilling of it can be forgiven. Whenever the witch makes amends for a cruel or destructive act they committed in the past, and earns the forgiveness of those worst hurt by it, they can regain one of their original coven spells that they lost. When all of their original coven spells are restored, they may change covens and regain their original coven's features, losing those associated with the Coven of the Wicked.

The wicked spells that the witch learned remain on their coven list after rehabilitation—as does the temptation to use them.

### CURSE OF CRUELTY

2ND-LEVEL COVEN OF THE WICKED FEATURE

When you cast a curse spell on one or more creatures, spells that you cast upon it can cause it wracking pain. Once per turn, when an affected target fails a saving throw against a spell you cast by 5 or more, you can choose to make it incapacitated until the start of your next turn.

### LOATHSOME GIFT

2ND-LEVEL COVEN OF THE WICKED FEATURE

In your wickedness, you feed on death and misery. When a creature dies while affected by a curse spell you cast, you can extract spell energy from its corpse. If you touch the corpse's head or heart for the duration of a short rest,

you can regain expended spell slots. The spell slots can have a combined level that is equal to or less than your proficiency bonus.

You can't use this feature more than once during the same short rest, and you can't extract spell energy from the same creature more than once (even if it is restored to life).

### CURSE-TOKEN

6TH-LEVEL COVEN OF THE WICKED FEATURE

You instantly know if a curse you cast is lifted by a *remove curse* or *greater restoration* spell or similar magic.

Additionally, your curses are persistent in their power. When you cast a curse and it successfully affects a creature, you can transfer the concentration requirement of that curse into a nonmagical Tiny or Small object that isn't being worn or carried by another creature as a bonus action. You can't lose concentration on the spell unless the object is destroyed or you transfer another curse's concentration into the same object. The object has 35 hit points and a damage threshold of 20.

Once you transfer concentration in this way, you can't do so again until you finish a long rest.

### MALICIOUS BOND

10TH-LEVEL COVEN OF THE WICKED FEATURE

Your wicked magic cares nothing for distance. Using a lock of hair, nail clippings, or other body part from a creature, you can target it with spells as if you can see and touch it. An item with an active curse from your Curse-Token feature also satisfies this requirement.

### TWISTED BY CRUELTY

14TH-LEVEL COVEN OF THE WICKED FEATURE

Your wicked disposition brings on changes to your physical form, as you embody the most vengeful aspects of nature. You gain the following benefits:

- Any critical hit against you that doesn't include radiant damage is a normal hit instead.
- You gain resistance to necrotic and poison damage. You have advantage on saving throws to avoid or end the poisoned and stunned conditions.
- You can see normally in darkness, both magical and nonmagical, out to a distance of 60 feet.
- Nonmagical plants within 30 feet of you wither after 1 hour in your presence. If you live in one location for at least a year, nonmagical plants within 5 miles of that place wither and the soil becomes barren.

### WITCH SPELLS

Witches can prepare and cast spells from the following list, in addition to any spells granted by their coven. New witch spells found at the end of this class are marked with an asterisk, and (curse) denotes curse spells that interact with the witch class and subclass features. At their discretion, a GM can add to this list from spells found outside the core rules.



## SPELLS BY LEVEL

Cantrips (0 Level)	Acid Splash, Cackle*, Guidance, Light, Mending, Message, Minor Illusion, Produce Flame, Resistance, Shillelagh, True Strike
1st	Animal Friendship, Alarm, Bane ( <i>curse</i> ), Bless, Command, Cure Wounds, Detect Evil and Good, Detect Magic, Detect Poison and Disease, Disguise Self, Fog Cloud, Heroism, Hideous Laughter ( <i>curse</i> ), Inflict Wounds, Protection from Evil and Good, Shield, Silent Image, Sleep, Speak with Animals, Witch's Grasp* ( <i>curse</i> )
2nd	Aid, Animal Messenger, Arcane Lock, Augury, Blindness/Deafness ( <i>curse</i> ), Breath of Belladonna*, Cleansing Crystal*, Continual Flame, Darkness, Darkvision, Detect Thoughts, Enhance Ability, Enlarge/Reduce, Gust of Wind, Heat Metal, Hold Person, Invisibility, Lesser Restoration, Levitate, Magic Mouth, Misty Step, Protection from Poison, Ray of Enfeeblement ( <i>curse</i> ), See Invisibility, Scorching Ray, Shatter, Silence, Spider Climb, Tongue-Tie* ( <i>curse</i> ), Web
3rd	Bestow Curse ( <i>curse</i> ), Clairvoyance, Counterspell, Create Poppet*, Dispel Magic, Fear, Fly, Gaseous Form, Glyph of Warding, Hypnotic Pattern, Magic Circle, Major Image, Nondetection, Phantom Steed, Protection from Energy, Remove Curse, Sending, Slow, Speak with Dead, Swineskin* ( <i>curse</i> ), Tiny Hut, Tongues, Water Breathing, Water Walk
4th	Arcane Eye, Banishment, Confusion, Conjure Minor Elementals, Conjure Woodland Beings, Control Water, Death Ward, Dimension Door, Divination, Fabricate, Faithful Hound, Fire Shield, Giant Insect, Locate Creature, Polymorph, Private Sanctum, Secret Chest, Spellwarping Curse* ( <i>curse</i> ), Stone Shape, Stoneskin, Wall of Fire, Wyrding*
5th	Animate Hut*, Animate Objects, Arcane Hand, Awaken, Commune, Conjure Elemental, Contact Other Plane, Creation, Dispel Evil and Good, Dream, Geas, Greater Restoration, Hallow, Insect Plague, Legend Lore, Mass Cure Wounds, Modify Memory, Othershoes* ( <i>curse</i> ), Passwall, Planar Binding, Scrying, Seeming, Telekinesis, Telepathic Bond, Teleportation Circle, Wall of Force, Wall of Stone
6th	Conjure Fey, Contingency, Create Undead, Eyebite, Find the Path, Flesh to Stone ( <i>curse</i> ), Forbiddance, Globe of Invulnerability, Guards and Wards, Harm, Heal, Heroes' Feast, Instant Summons, Irresistible Dance ( <i>curse</i> ), Magic Jar, Move Earth, Planar Ally, Programmed Illusion, Transport via Plants, True Seeing, Wall of Ice, Wall of Thorns
7th	Etherealness, Finger of Death, Forcecage, Magnificent Mansion, Mirage Arcane, Plane Shift, Prismatic Spray, Project Image, Regenerate, Reverse Gravity, Sequester, Simulacrum, Symbol, Teleport
8th	Animal Shapes, Antimagic Field, Antipathy/Sympathy, Control Weather, Demiplane, Earthquake, Feeblemind, Maze, Mind Blank, Miser's Menace* ( <i>curse</i> ), Power Word Stun
9th	Astral Projection, Foresight, Gate, Imprisonment ( <i>curse</i> ), Mass Heal, Power Word Kill, Prismatic Wall, Shapechange, True Polymorph, Weird, Wish

## NEW SPELLS

The following new spells are available for witches, and sometimes spellcasters of other classes according to the Classes column of the Witch Spells table. At the GM's discretion, these spells can be accessed by additional classes or subclasses.

### WITCH SPELLS

Level	Spell	School	Curse Spell	Classes
Cantrip	<i>cackle</i>	Enchantment	—	Witch
1st	<i>witch's grasp</i>	Evocation	Yes	Witch
2nd	<i>breath of belladonna</i>	Necromancy	—	Druid, warlock, witch, wizard
2nd	<i>cleansing crystal</i>	Abjuration	—	Druid, witch
2nd	<i>tongue-tie</i>	Enchantment	Yes	Witch
3rd	<i>create poppet</i>	Transmutation	—	Druid, witch
3rd	<i>swineskin</i>	Transmutation	—	Witch
4th	<i>spellwarping curse</i>	Enchantment	Yes	Sorcerer, warlock, witch, wizard
4th	<i>wyrding</i>	Transmutation	—	Witch
5th	<i>animate hut</i>	Transmutation	—	Druid, warlock, witch, wizard
5th	<i>othershoes</i>	Transmutation	Yes	Witch
8th	<i>miser's menace</i>	Enchantment	Yes	Witch

## SPELL DESCRIPTIONS

The following spells are presented in alphabetical order.

### ANIMATE HUT

5TH-LEVEL TRANSMUTATION

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (leg and foot bones from one creature)

**Duration:** Concentration, up to 8 hours

When you cast this spell, you touch one building of up to 30 feet long by 30 feet wide and up to two stories tall. Ten-foot-long legs resembling the creature whose bones you used as a material component (or chicken legs, if you cast this spell without components) sprout under the building, and the building gains a walking speed of 40 feet. The building can stand up or sit down as an action, and it must sit down to lower its doorways to ground level.

For the duration of the spell, the building becomes a Construct that follows your verbal commands and acts immediately after your turn in initiative. The building can stomp its legs, making a melee weapon attack using your spell attack bonus; on a hit it deals 3d10 bludgeoning damage. The building has AC 15, 100 hit points, and immunity to poison and psychic damage. It uses your saving throw bonuses. If the building is reduced to 0 hit points, the spell ends and it settles to the ground.

When you cast the spell, any unwilling creatures in the building that aren't incapacitated can make a Charisma saving throw; if any of them succeed, the spell fails and has no effect.

**At Higher Levels.** If you use a spell slot of 8th level or higher to cast this spell, you can give the building wings in addition to legs, and it gains a flying speed equal to its walking speed.

### BREATH OF BELLADONNA

2ND-LEVEL NECROMANCY

**Casting Time:** 1 action

**Range:** Self (15-foot cube)

**Components:** S, M (three belladonna berries worth 1 gp, which the spell consumes)

**Duration:** Instantaneous

You consume the belladonna berries used as a material component, taking 1d10 poison damage, and breathe out a poisonous cloud. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 3d10 poison damage and is poisoned until the start of your next turn. On a success, the creature takes half as much damage and isn't poisoned. A creature that doesn't need to breathe automatically succeeds on its saving throw.

**At Higher Levels.** If you use a spell slot of 3rd level or higher to cast this spell, the damage you deal increases by 1d10 for each slot level above 2nd. The damage you take doesn't increase.

### CACKLE

ENCHANTMENT CANTRIP

**Casting Time:** 1 action

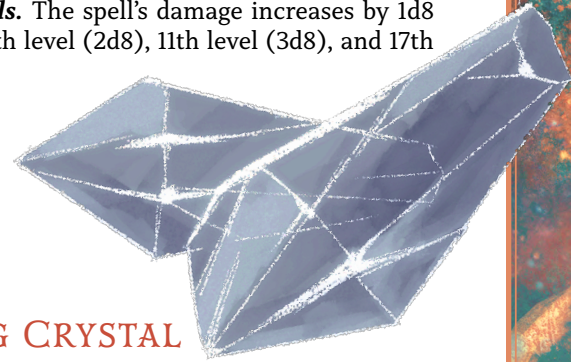
**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

You cackle wildly at one creature within range that can hear you, unleashing the power of your scorn and animosity. The target must make a Wisdom saving throw. On a failure, it takes 1d8 psychic damage and has disadvantage on the next Strength or Dexterity ability check or saving throw it makes before the start of your next turn.

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



### CLEANSING CRYSTAL

2ND-LEVEL ABJURATION

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (a gem worth at least 50 gp)

**Duration:** Concentration, up to 1 minute

You imbue a crystal with magic to absorb harmful influences. While carrying the crystal, when you would take damage as a result of a spell or magical effect in the space you occupy when you start your turn, reduce the damage you take by 2d6. When you would make a saving throw to avoid an effect based on the space you occupy when you start your turn, you have advantage on the saving throw.

During the spell's duration, when you would take necrotic, poison, or psychic damage, you can end the spell as a reaction to gain resistance to the triggering damage type until the end of your next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, creatures of your choice within 5 feet of you gain the benefits of the spell. They can't use the spell's reaction.

### CREATE POPPET

3RD-LEVEL TRANSMUTATION

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (clay and willow branches)

**Duration:** 1 minute

When you cast this spell, you fashion the material components into a Tiny doll (or pull the doll from your shadow if you cast it without material components). While you hold this doll in one hand, you can use any of the following bonus actions or reactions.

- As a bonus action, choose one creature you can see within 15 feet of you. That creature regains 1d8 hit points.



- As a bonus action, choose one creature you can see within 15 feet of you. You can end either one disease or one condition afflicting it. The condition can be blinded, deafened, poisoned, or stunned.
- As a reaction when you are the target of a curse spell, you negate its effect on you.

When you use the doll for the third time, it is destroyed, leaving a seed behind. Until the spell ends, any creature can eat the seed as an action. A creature that does so gains 2d8 temporary hit points.

## MISER'S MENACE

8TH-LEVEL ENCHANTMENT

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S

**Duration:** 24 hours

When you cast this spell, choose a creature you can see within range. The target must succeed on a Wisdom saving throw or become cursed for the duration of the spell. While the target is cursed, it is compelled to give away all of its wealth, possessions, and positions of power to those who lack them, gifting at least ten percent of its wealth to each sentient creature it encounters.

If the target has broken its end of a bargain with you, or has refused your polite request for food and shelter, you can cast this spell as an action and the effect is permanent, ending only when the curse is broken or the target has nothing but rags to its name.

## OTHERSHOES

5TH-LEVEL TRANSMUTATION

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 8 hours

When you cast this spell, choose two Humanoids within 30 feet of one another. Each target must succeed on a Wisdom saving throw or take 3d8 psychic damage.

If both targets fail their saving throw, they are cursed for the duration of the spell, and while they both remain cursed, they swap bodies, retaining their original personalities but exchanging all of their game statistics other than alignment and Intelligence, Wisdom, and Charisma ability scores. Additionally, they have disadvantage on Charisma checks related to convincing others of their new forms.

For the first hour of the curse's duration, both targets have disadvantage on attack rolls, and if they attempt to cast a spell of 1st level or higher, they must expend a spell slot of one level higher than the spell they're casting (and don't receive any benefit from using a higher-level slot).

If the targets have quarreled with one another within the past minute, they have disadvantage on the saving throw and the effect is permanent unless removed by a *remove curse* or *greater restoration* spell, or similar magic. You can also choose to end the spell by using an action to dismiss it.

## SPELLWARPING CURSE

4TH-LEVEL ABJURATION

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 minute

You place a curse on a creature you can see within range. The target must succeed on a Wisdom saving throw or becomes cursed for the duration of the spell. While cursed in this way, the creature takes 1d8 + its spellcasting ability modifier (minimum of 1) psychic damage each time it casts a spell that deals damage or forces a creature to make a saving throw. *Remove curse* spells that the target casts on itself can't remove this curse.

While you have this spell prepared or choose it as one of your spells known, you become aware of any creature that is observing you from afar with magic, such as a *clairvoyance*, *dream*, or *scrying* spell. While a creature is observing you in this way, you can cast this spell on that creature as if you could see it and it were in range.

If you cast this spell on a creature that can't cast at least one spell, the spell fails, and you are aware of why it failed.

If the target of this spell has ever targeted you with a harmful spell against your will, they have disadvantage on the saving throw and the effect is permanent unless removed by a *remove curse* or *greater restoration* spell, or similar magic. You can also choose to end the spell by using an action to dismiss it.

## SWINESKIN

3RD-LEVEL TRANSMUTATION

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 hour

Choose a creature within range that you can see or hear. The targeted creature must succeed on a Wisdom saving throw or become cursed. While cursed, the target is transformed into a Beast of your choice with a challenge rating of 1 or lower. The target retains its Intelligence, Wisdom, and Charisma scores, alignment, personality, and current and maximum hit points, but all of its other game statistics are replaced by those of its new form.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

If the target has eaten your food or slept in your home within the past 24 hours, or if it has shown unkindness to another creature of the chosen form in the past 24 hours, it has disadvantage on its saving throw and the effect is permanent unless removed by a *remove curse* or *greater restoration* spell, or similar magic. You can also choose to end the spell by using an action to dismiss it.

A Humanoid cursed permanently by this spell regains the ability to speak and use their special traits and class features after a long rest, although they may be limited in the kinds of actions they can take by their new form.

## TONGUE-TIE

2ND-LEVEL ENCHANTMENT

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 8 hours

Choose one creature within range that you can see or hear. The target must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast the spell, choose a topic of conversation. While the target remains cursed, whenever it attempts to speak about the chosen topic, you, or this spell, a phenomenon of your choice spills forth from its lips instead of words:

- Tiny toads, snakes, moths, or other vermin
- Short-lived wildflowers in full bloom
- Black filth or bile
- Fairy tales and nursery rhymes
- Unflattering, unrelated truths about the target or those they are addressing.

Attempts to circumvent the curse by writing about the subject result in crude drawings of the chosen phenomenon. If the target can communicate telepathically or another creature reads its mind, it can communicate about the curse that way.

If you have caught the target in a lie, or if you have done it a kindness and receive no thanks within 1 minute, the target has disadvantage on its saving throw, the spell doesn't require concentration, and the effect is permanent unless removed by a *remove curse* or *greater restoration* spell, or similar magic. You can also choose to end the spell by using an action to dismiss it.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

## WITCH'S GRASP

1ST-LEVEL EVOCATION

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You clench your hand in a grasping motion toward a creature within range, wrapping the target with twisting ribbons of shadow. The target must succeed on a Strength saving throw or be grappled for the duration, and you may choose to levitate the creature up to 3 feet off the ground. A creature grappled by this spell can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

If the target of this spell has attacked you or forced you to make a saving throw within the last minute and has never been damaged by you, it has disadvantage on its Strength saving throw. On a failure, you can choose for the target to take 1d8 necrotic damage as part of the casting of this spell, and an additional 1d8 necrotic damage at the beginning of each of its turns while grappled by this spell.

The spell ends if the target is ever outside the spell's range.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d8 for each slot level above 1st.

## WYRDING

4TH-LEVEL TRANSMUTATION

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** 1 minute

In a fit of shakes and spasms, you take on a monstrous semi-humanoid shape unique to you and your magic. When you cast this spell, describe your new form and choose one of the following benefits:

- Huge, molting feathers and a flying speed of 30 feet
- Squamous skin, the ability to breathe water, and a swimming speed of 60 feet
- Shaggy fur hide and an AC of 13 + your Wisdom modifier.

For the duration of the spell, you gain the chosen qualities and you have advantage on Strength and Constitution saving throws and ability checks. Whenever you cast a spell or cantrip as an action, you can also make a melee spell attack against a creature within reach as a bonus action. On a hit, you deal 2d10 acid damage.

You can end the Wyrding early as an action. If the spell doesn't end early, you become cursed until the curse is lifted by a *remove curse* or *greater restoration* spell, or similar magic. While cursed in this way, you remain trapped in your Wyrding form, and you lose the ability to speak, read, write, understand language, or cast spells with verbal components.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage you deal with your melee spell attack increases to 3d10.

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