

HIDDEN ODDITIES

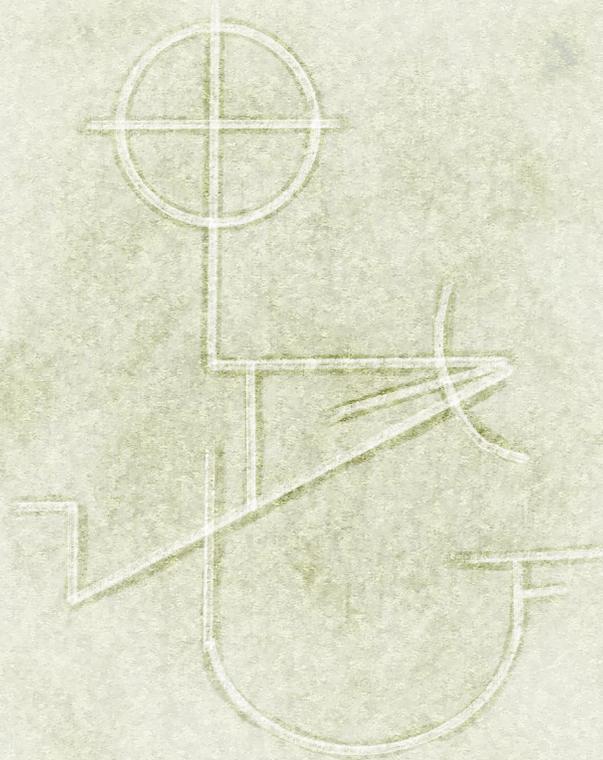
A WITCH'S PRIMER



BY EVA M BROWN

Introduction

I dedicate this book to my mom, who has always been there and is the best mentor I could have ever asked for. You helped drive me to chase my dreams instead of trying to endlessly assimilate into a world that I would've never been happy in and taught me to consider everything instead of just reacting. I know you'll always love me even if I can be a bit much sometimes.



And special thanks to my partner, Makeda, for putting up with my nerdy hobby and for your laughter at endless memes that took the edge off of otherwise aggravating and tedious work. Sorry for all the sleepless nights and waking you up to check the house for ghosts with me.

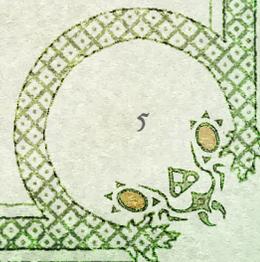
Then there is my cat, Jaxon Cuddles Andrew 'The Sugar-Spoon' Brown, I love him so much but he was anything but helpful. If there are any typos in the book, blame it on him. Every morning I would wake up to his innocent face trying to get away with the pages of random characters authored by his butt on my keyboard.

TABLE OF CONTENTS

Introduction	1	Curio of Flesh	27
Credits	6	Curio of Flight	27
Foreword	7	Curio of Mirrors	27
What is this Book	8	Curio of the Otherworld	28
How to use this Book	8	Curio of Perception	28
Chapter 1: Introduction	8	Curio of Preservation	28
Chapter 2: The Witch	8	Curio of Privacy	29
Chapter 3: Sacred Secrets	8	Curio of Protection	29
Chapter 4: Additional Character Options	9	Curio of Many Spells	29
Chapter 5: Spells	9	Curio of Repeated Spells	30
Chapter 6: Lore	9	Curio of Sustenance	30
Chapter 7: Miscellaneous	9	Curio of Travel	30
The Witch	17	Curio of Water	30
I Became A Witch Because...	18	Sacred Secrets	31
We Whisper to Each Other By...	18	Secrets of Domination	32
Our Relationship Is...	19	Arcane Wonder: Commanding Utterance	32
My Curios Are...	19	Charming Gifts	32
Witch Leveling Table	20	One to Rule Them	32
Basic Features	20	Bound Minds	32
Hit Points	20	Secrets of Dreams	33
Proficiencies	20	Arcane Wonder: Bewitching Slumber	33
Equipment	20	Dream Eater	33
Manifestation Magic	20	Sleep Like the Dead	33
Your Spellbook	20	Realm Walker	33
Adding New Spells	21	Secrets of Frost	34
Replacing Your Spellbook	21	Arcane Wonder: Flash Freeze	34
Curio	21	Glacial Skin	34
Preparing and Casting Spells	22	Crystalline Construction	34
Spellcasting Ability	22	Winter's Soul	34
Improved Ritual Casting	22	Secrets of the Feast	35
Learning Spells of 1st Level and Higher	22	Naturally Skilled	35
Otherworldly Companion	23	Curiously Consumable	35
Companionship of the Beast	23	Charming Cook	35
Companionship of the Elements	23	Arcane Wonder: Obsessive Consumption	36
Companionship of the Flesh	23	From the River's Mouth	36
Companionship of the Spirit	23	Secrets of the Forge	36
Witch's Script	23	Natural Smiths	36
Sacred Secrets	24	Arcane Wonder: Imbued Metallurgy	36
Arcane Wonder	24	Curious Armor	36
Sudden Manifestation	24	Curious Weaponry	37
Coven Casting	24	Curious Shield	37
Uncommon Manifestations	24	Weld	37
Arcane Sense	24	Empowered Metallurgy	37
Empowered Manifestations	24	Form of the Forge	38
Supernatural Insight	24	Secrets of Golemancy	38
Mythic Manifestations	24	Arcane Wonder: Spontaneous Animation	38
Planar Domain	25	Curious Helpers	39
Curio Manifestations	25	Tinkerer's Companion	39
Curio of the Arcane	25	Curious Companion	39
Curio of Air	25	Construct Disruption	40
Curio of the Beast	25	Secrets of the Grove	40
Curio of Cantrips	26	Arcane Wonder: Nature's Friend	40
Curio of Earth	26	Take Root	40
Curio of Fire	26	Strength through Wisdom	41
		Old Wood	41
		Secrets of Healing	41
		Natural Healer	41

Arcane Wonder: Reconstitution	41	Fortified Soul	61
Curious Restoration	42	Master Ritualist	61
Curious Restoration	42	Forsaker	61
Not Your Time	42	Tenets of the Forsaker	61
Control of the Healing Hand	42	Oath Spells	61
Secrets of Many	42	Channel Divinity	62
Wild Tongue	42	Shattering Conviction	62
Sight of the Tiny	42	Aura of the Forsaker	63
Arcane Wonder: Nature's Army	42	Mage's Tribunal	63
Implore the Wild	43	Silencer	63
Humbling Form	43	Lethal Interruption	63
Secrets of the Phoenix	44	Ley Line Blocker	63
Arcane Wonder: Echoing Flame	44	Spell Siphon	63
Fire in the Veins	44	Spell Redirect	64
Eternal Fire	44	Hematomancer	64
Phoenix's Soul	45	Essence Extraction	64
Secrets of Prophecy	45	Sanguine Casting	64
Oracle's Font	45	Blood Puppetry	65
Arcane Wonder: Destiny Shift	45	Borrowed Life	66
Fate's Glimpse	45	Improved Blood Puppetry	66
Inspired Reading	46	Backgrounds	66
Long Sight	46	The Hunted	66
Hand on the Scales	46	Feature: Trust Your Gut	66
Available Prophecies	47	Variant Hunted: The Deal	67
Using Alternative Methods	51	Suggested Characteristics	67
Secrets of the Swamp	52	Village Elder	68
Amphibious	52	Overview	68
Arcane Wonder: Undetectable	52	Feature: Leader of the Common Folk	68
Mosquito Cloud	52	Variant: Astute Supply Management	68
Hag's Eye	53	Suggested Characteristics	69
Secrets of the Tomb	53	Witch Hunter	70
Grave Familiar	53	Overview	70
Helping Hand	53	Feature: Witch Hunter's Right	70
Helping Hand Curio	53	Variant: Traitor to the Craft	70
Arcane Wonder: Charming Corpse	53	Suggested Characteristics	70
Secrets of Unlife	54	Additional Feats	72
Lich's Path	54	Master Ritual Casting	72
Curious Phylactery	54	Curious Initiate	72
Secrets of the Wraith	54	Witch Tongue	73
Trained for War	54	Crafty Casting	73
Arcane Wonder: Inspire Dread	54	Arcane Feint	73
Tainted Blade	55	Equipment	74
Tainted Blade Curio	55	Animal Carrier, Mundane	74
By Book and Sword	55	Animal Carrier, Dangerous	74
Wraith's Wail	55	Arcane Laboratory	74
Sacred Secrets Overview	56	Monster Carrier	74
Additional Options	57	Personal Library	75
Further Archetypes	58	Portable Writing Desk	75
Circle of the Vermiform	58	Ritual Chamber	75
Shape of Many	58	Scenting Oil	75
Infestation	58	Wand Holster	76
Eyes of All	59	Spells	77
Fractured Self	59	Spell Descriptions	85
Occultist	59	Annarista's Ghostly Visage	85
Bonus Proficiencies	59	Annarista's Sight	85
Occultist's Grimoire	60	Annarista's Tether	85
Practiced Sigilmancy	60		
Runes of Power	61		

Blooded Lotus	126	Leadership	136
Membership	126	Headquarters	136
Benefits	126	Primary Goal	136
Leadership	126	Secondary Goals	136
Headquarters	126	Known Leaders	137
Primary Goal	126	Atonement (Toni)	137
Secondary Goals	126	Ficus Lamplighter	137
Known Leaders	127	Sylvil Roseis	137
Minister Yeveren	127	Lord Armen Faeryl	138
Malachi Faychild	127	Ocsipedus Ocs Turnor	138
Ermine Gaus	127	Sanctum Vulpis	138
The Codex	128	Membership	138
Membership	128	Benefits	138
Benefits	128	Leadership	138
Leadership	128	Headquarters	139
Headquarters	128	Primary Goal	139
Primary Goal	128	Secondary Goals	139
Secondary Goals	128	Known Leader	139
Known Leaders	128	Wyatt Ferris	139
Augustus Fuldor	128	The Unseen	139
Caliphithe	129	Membership	139
Ejayerelle Ars Eytherin	129	Benefits	140
Sila	129	Leadership	140
Family Nocturn	130	Headquarters	140
Membership	130	Primary Goal	140
Benefits	130	Secondary Goals	140
Leadership	130	Known Leader	140
Headquarters	130	J'sua	140
Primary Goal	131	Appendix	141
Secondary Goals	131	Your Companion and You	142
Known Leaders	131	Choosing an Otherworldly Companion	142
Maekenz Graneel	131	Companionship of the Beast	142
Nedivar	131	Companionship of the Elements	142
Terminus Vayne	131	Companionship of the Flesh	142
Heralds of the Broken Land	132	Companionship of the Spirit	142
Membership	132	Creating your own Companion	143
Benefits	132	Equipment	143
Leadership	132	Selecting Curios	143
Headquarters	132	Choosing Spells	144
Primary Goal	132	Low-Level Spells	144
Secondary Goals	133	High-Level Spells	144
Known Leaders	133	Witches Roles	144
Calamatia Equisitales Onoclea	133	Blaster-Caster	145
Elriel	133	Support	145
Phaedra	133	Control	145
Vale Bleakbones	134	Social	145
Xun Bailin	134	Research	145
The Hushed Coven	135	Generalist	145
Membership	135	Art Information	146
Benefits	135	The Order of Feedback	147
Leadership	135	Witch's Script	147
Headquarters	135	OGL	147
Primary Goal	135	Witch Character Sheet	149
Secondary Goals	135		
Salted Circle	136		
Membership	136		
Benefits	136		



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Ace Elm Tree, Eric Holt, HTTPaladin, Ian Lambert, James Crane, Josh dV, null (void), roach1725, the many backers from the Kickstarter, local friends, and my cat Jaxon who thought this whole thing was a waste of time and took away what was important - petting him.

Special Edition Cover Description

The cover was a slow process of wanting something that would not only look great at a gaming table but also carry my intention for this project. The eight schools of magic are depicted surrounding the Witch and building upon the esoteric traditions of magic. Furthermore, a special message surrounds the schools which in itself is further enclosed by small symbols.

Disclaimer

Any similarities between the Witches depicted in this book and Witches out in the world are purely coincidental. Additionally, the author can not be held responsible for any party deaths, eldritch transformations, demonic apparitions, loss of souls, dismemberment, or hauntings caused by reading or speaking the text within.



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FOREWORD

Hello, my name is Eva Brown and this book is the culmination of a lot of love and agitation. It started as a project in the early months of 2019 when I set out to make a different kind of spell caster. From there it slowly grew and eventually, I decided to take the plunge and run a Kickstarter to fund a small paperback book with a few additional character options. I set my sights low and fully intended to illustrate the book by myself and have it be what it was, a labor of love. That plan was promptly disintegrated at the rapid outpouring of support on Kickstarter, fully funded almost as soon as I had made it go live and smashing nearly every single stretch goal I had come up with. That is when the real work started, reaching out to backers and fleshing out the content to nearly 3 times what its original scope was. I brought 2 artists onto the project and got myself an editor and over the next few months and a couple of delays this is the result.

The creation of the book also includes all of the emotions and thoughts that I had during the last year, good and bad. For the majority of the project, I was a full-time student and also working as a student web designer so I was beyond stressed and overworked but was determined to make time for my dream, this dream. The desire to create a book that I could look at and know it was mine, that all the wild and crazy thoughts I had about the mechanical design, lore, weird and grim spells, and everything else was bound shut between its covers. It may sound pretentious or weird to have that as a dream which I fully realize, but it was my dream regardless. This plainly wouldn't exist if not for the support of my Mother, Brother, Partner, Patrons, and the many Kickstarter backers, so, from the bottom of my sleep-deprived heart thank you.

ABOUT EVA (SHE/HER)

As a kid I found myself climbing trees, building wooden swords, fighting with my brother, but not really writing. All through life I did what I could to avoid it as much as possible, I loved having in-person conversations but there always was something specifically about writing that behaved 'strange'. Like by writing something down it gives a certain intention, energy,

and a life of its own, enchanted by the mere act of inscribing it. So, now as a young adult, I try and find the point where my entire life became about writing. In my free time, I make/write tabletop role-playing games and write short stories. For work, I write and write some more. I always joke that I have to keep writing until I find exactly the right way to describe my dislike for it, so here I am writing, and slowly but surely finding joy in the act of inscription of those wily words.

You can find me on Twitter and Instagram @EvaOddveig or my storefront Evamaebrown.com.

ABOUT ANNA (SHE/THEY)

My name is Anna Dou ová but I go as Newt on the internet. I am a freelance artist focusing mainly on the darker and mysterious side of fantasy illustration.

This book is very dear to me because I am a huge fan of witches and the imagery that comes with them. Since I was little, I remember creating little poorly-drawn spellbooks and running around our garden with a smouldering stick in hand pretending to cast spells. So, understandably, I was beyond stoked when Eva brought me in. That excitement only grew through the hours and hours of painting.

My passion has always been in characters, their psychology and their stories. That is why I am so in love with 5e and other TTRPGs, and am always happy to work on such projects. I hope this book brings you as many ideas and inspiration as it did for me.

(You can find me on twitter, instagram and other platforms under the name @AnnaTheNewt)

ABOUT NICHOLAS (HE/HIM)

My name is Nicholas Johnson, and I am a writer and editor for various tabletop projects, including Swordsfall, Odyssey of the Dragonlords, and several other publications. A Witch's Primer is a delightful addition to the list of projects I've contributed to, and I'm happy to have helped bring it to life. In addition to the work I've mentioned, I also blog extensively on my website, and am available for commissions on TTRPG related projects and fiction.

You can find me on Twitter @DraconickGaming or my website Draconick.com.

Witches have been in the world as long as magic flowed from the source, the magic they wield is old, ritualistic, and powerful. They don't have to rely on gods, pacts, or untold years of study as their power comes from the gnosis of otherworldly beings who sought companionship and union with the witch. Those who bond with these beings start down the long path of becoming a witch.

Not all survive this path, the established magical orders of the world see witches as a threat to their dominion. With their Sacred Secrets, each witch has access to powerful knowledge that is hidden to all others. Because of this, far too many witches have been hunted down, persecuted, and interrogated. Most, have only survived by hiding or pretending to be druids, warlocks, or wizards but with the turning of the age, a record number of new witches are coming into their power and refuse to be hunted in the dark.

WHAT IS THIS BOOK

A Witch's Primer contains new game material and worldbuilding content for 5th edition. In this book, you'll find the brand new Witch class with fourteen archetypes, five archetypes for the standard classes, three new backgrounds, feats, equipment, 102 new spells, and advice on how to place witches into your world. This supplement is designed to work inside the system and to expand the options for Game Masters and players. Before using anything from this book Players should ask their GMs about using any material. GMs can also use the new material from this book for designing nonplayer characters. Use what you want but most importantly, enjoy!

HOW TO USE THIS BOOK

The main goal of this book is to help you make and customize your new witch, personalizing them, and expanding playable options for characters of any class. The information in this book is meant to help guide both players and GMs. All the material in this



book is completely new and even if a GM does not want to allow a player to be a witch, all of the material works equally for expanding options for NPCs.

CHAPTER 1: INTRODUCTION

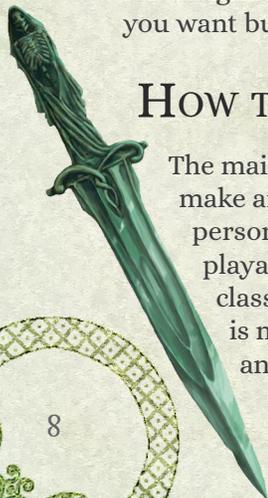
This chapter gives an overview of the entire book and also includes personal messages and thanks to not only the Kickstarter backers who made this possible but shoutouts to individuals that without, this wouldn't have happened. If you want to skip to the content held within, you can turn to Chapter 2 on *page 17*.

CHAPTER 2: THE WITCH

This is the main class and all of the information on how to play a witch during a campaign. A witch's power comes from the ability to construct curios which are minor magical items and then to imbue them with power or spells.

CHAPTER 3: SACRED SECRETS

With 14 archetypes there is no shortage of unique and flavorful characters that can be made. Each archetype differs in playstyles and abilities enough that a whole party could be witches and each would feel like an individual.



CHAPTER 4: ADDITIONAL CHARACTER OPTIONS

While this book mostly details Witches this chapter deals in archetypes for some of the base classes that either fit the theme of the setting or use some of the Witch's unique mechanics. From there, players and GMs can find new feats, backgrounds, and equipment.

CHAPTER 5: SPELLS

With 101 spells being included this not only gives a vast number of options for Witches but each class can find new spells to supplement their current choices. The spells included a range from helpful to grim and strange.

PATREON

I would like to give a special shoutout to certain patrons of mine who have gone above and beyond with their support.

◇ Jovar on Twitter @JeffMcGowan702

CHAPTER 6: LORE

This chapter provides information to not only build and flavor an individual witch but also worldbuilding information on how to place witches into your world. You'll also find some example institutions that use witches to help further their agendas and some that would see magic ruined in its entirety.

CHAPTER 7: MISCELLANEOUS

Everything that didn't fit into other chapters and appendices. From here you can access tables, a custom character sheet, a strategy guide for the class, and details that'll help flavor your witch to your own taste.

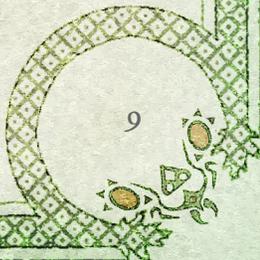
◇ Kay on Twitter @UncertainMem and Twitch @uncertainmemory

◇ Tytus

KICKSTARTER BACKERS

I want to thank the many people who backed this project on Kickstarter because you made my dream come true. You also nearly tripled the scope of the project taking what was going to be a small paper back to a full supplement. Without all of you I wouldn't be here and because of that, I am forever thankful.

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Gabriel Garcia Moreno	Gwen Howarth	JEREMY D. KLEINHANS	Jason Butz	Jill Poisson
Gaia Golan	HTTPaladin	JM Navarro	Jason Conlon	Jillian Taylor-Dolan
Garrett Rasmussen	Hadryan	Jace Ridley	Jason Gabel	Jim Dawn
Gary McBride	Hana Davisson	Jack Elphinstone	Jason Guest	Jim DelRosso
GeekyBugbear	Hana Lee	Jack Elphinstone	Jason Moran	Jimmy Nunns
Geoffrey Hamlyn	Hanna Andersson	Jackson Adams	Jason Renslow	Jinny
Georg Mir	Hannah Bailey	Jackson Jelenic	Jasper Patch	Jn Hiesfelter
George	Hannah Bishop	Jacob A	Javier A Verdin	Jo.Spurrier@gmail.com
George Gates	Hannah Clara Mills	Jacob Carruthers	Javier Lopez Slone	Joakim Almgren
Georgia Cook	Hannah Nelson	Jacob Crowley	Jay Schammert	Joe Perry
Gian Carlo A. Manuel	Harrison Swift	Jacob Dawson	Jean Downing	Joel Maunula
Gianni Barbera	Harry	Jacob Dugan	Jean-Benoit Harvey	Joey Gnomedic Barranco
Ginette Colon	Hayden S	Jacob Goldberg	Jeanne Frenken	Joey Wiley
Gio Maslog	Heather Nixon	Jacob R	Jeff Blackshear	John
Giovanna	Hector Heaviside	Jada A.	Jeff Holland	John Crothers
Goncalo	Helen	Jae Pryse	Jeff Robinson	John Crowley
Grace Ann Griffin	Helen Cheevers	Jaime Wurth	Jeffrey Hendriks	John Diffley
Grady Bowser	Helen Lobel	Jake	Jeffrey Reed	John Fricker
Graham Cheshir	Holly	Jamal L Wilkins	Jen Kitchen	John Hobbs III
Grant Reamey	Holly Dingwall	James	Jenna Dente	John LaPoint
Graysen	Honey Staufer	James Alex Kunka	Jennifer Prickett	John Nguyen
Grayson Gallifrey Kempster	Hugh Gallagher	James Cameron Mccloy	Jeremy	Jon
Gregory	I.T. Reitzes	James Crane	Jeremy Esch	Jon Farrell
Gresham	Ian Bailey	James Jordan	Jeremy Sterling	Jon Sawatsky
	Ian Borchardt	James Robbins	Jeremy White	
	Ian Foo	James Tomazos	Jerrod Rose Jr.	

Jonathan Beeler	Julie H.	Kendal Stormborn Robinson	Kristina Guerrero	Linktoreality
Jonathan Brown	Junia	Kenneth Patric Starr	Kristina Malekow	Lionel stone
Jonathan Goff	Justin	Kenneth Sargent	Kristina Overaitis	Lisa Jonsson
Jonathan Leggo	Justin Amigleo	Kenny	Krystal Matthews	Lisa Koser
Jonathan Nielsen	Justin Scott	Kenny	Kyle	Liva Saebye
Jonathan Talerico	Justin Wayne	Kenny Yong	Kyle MacDonald	Liz Apple
Jonathan Upshur	Justine	Kent Taylor	Kyle Mcphee	Logan Back
Jono Mammel	Justine Cameron	Keri Parmeter	Kylie (aka Babbles or Dabbles)	Logan lynskey
Jordan	J'Amy	Kevin	Kyllindros	Loli Channing
Jordan Kemp	Kace	Kevin	KymerionVesh	Sam & Hayley Hart
Jordan Kruger	Kaelee Plante	Kevin Barnes	Kyra Schwartz	Loren Frerichs
Jordan P.	Kaeleigh Post	Kevin Cherry	LS	Lorena
Jordan Shiveley	Kailie Bill	Kevin Couto	Lacey Wickline	Louis Millington
Jordi Rabionet Hernandez	Kaleb	Kevin Creamer	Lance McMillan	LuAnn Venden
Joseph	Kalvin Gearhart	Kevin Hall	Lara Loureiro	Lucas Fuzzbang Kuntz
Joseph Bechtold	Kamish Bhai	Kevin Merrill	Laura	Lucas Heinsheimer
Joseph Catrone	Kara Rangel	Kevin Moore	Laura	Lucas Henderson
Joseph Nordman	Karene	Kevin Nikelski	Laura Moore	Lucas Keune
Joseph Patraszewski	Kat	Kevin OBrien	Laura Woodruff	Lucia Versprille
Joseph Wells	Kate Huggins	Kevin Owens	Laurel Ellis	Lucian Kahn
Josephine Magee	Katherine Martin	Kevin Rheault	Lauren Buxton	Luver
Josephine Mitchell	Katherine Stapp	Kevin Vidrine	Lauren Neuman	Lyx Fuge
Josh H.	Kathleen Quayle	King Rollo	Lauren Raiman	M G
Josh Lyons	Katie Archbold	Kintarotpc	Lec	MA Roxas
Josh Mawdsley	Katie Hammill	Kira Carter	Lee Perry	Maddy Nerdin
Josh Medore	Katie Jones	Kiraah	Lee Yeong Chee	Madisen
Josh del Villar	Katie Martin	Kirk Nicholls	Leigh Cain	Maggie Morgans
Joshua Morales	Katie Truchon	Kirstine Langers	Leila Ascariz Novo	Magnelia
Joshua Ray Spieker	Katja	Kisa Griffin	Leonard Lee	Mahdi Rahman
Joshua Reynolds	Kayla	KnKplayDnD	Lesley W	Maia
Joshua_Varela	Kayla Green	Knottit	Leslie	Malcolm Wilson
Jovar	Kayla McMurtry	Kody Christoffer	Leslie J Faison	Man Yellow
João Pedro Oliveira DeAlmeida	Kaylee Nikole Varner	Koen van Engelen	Lexi McClain	Marc Burkom
Juergen barters	Kaytee Pappas	Konnar	Liam Butler	Marc Schubert
Julia Bjorklund	Keely	Kory Beatty	Linda Marie Pedersen	Marco
Julia Dondero	Keith E. Hartman	Kory Urban	Lindsay	Marco Girondi
Julia Gallo	Kelly McKew	Kris	Lindsay Austen	Marco Kolde
	Kelsie Marice	Kristen Winslow	Lindsay Garside	Marek Szwalkiewicz
	Ken Reinertson	Kristin Bastion		

Margaret	Matthew Pressman
Margaret Paul	Matthew Rowlan
Maria Baron	Matthew Wiese
Maribelle	Matthias Mertens
Marie Lupia	Max Glasner
Marina Romero	Max Hysmith
Mark	Maxfield Howes
Mark J. Yanik	Maxstroid
Mark Potter	McKenzie Wilkes
Marley D	Megan Donecker
Marn Manders	Megan Jessup
Marsh Hock	Megan Lister
Marte Løkken	Megan S.
Myrvold	MegginCody
Martin Buschmann Rustan	Meitreya Mayako
Mathúin ['Ma-Hoon']	Melanie L McLuskey
Matt	Mele
Matt Caulder	MeleeMagthere
Matt Corley	Mendel
Matt Doncon	Merja Jokinen
Matt Drwenski	Michael
Matt Gamble	Michael
Matt Persons	Michael Bonar
Matt Prater	Michael Bowman
Matt Rumsey	Michael Eric Schaner
Matt Soucy	Michael G
Matt Trombley	Michael Hansen
Matt Williams	Michael Jacobson
Matthew	Michael Jones
Matthew Anaya	Michael Merchant
Matthew Chase	Michael Miller
Matthew Cmiel	Michael Pritchard
Matthew Golub	Michael Staines
Matthew Hain	Michael Thomas
Matthew J Weidman	Michael Tree
Matthew Jameison	Michael Tucker
Matthew Jones	Michael Tyler Kerr
Matthew Kau	Michelle Alster



Miguel Warlock	Naomi Hutchin	Nicole Trainor
Patreon	Natalie	Nicolle Sosongco
Mike F.	Natalie Barber	Nike Johnston
Mike Harvey	Nate Boucher	Niki Pell
Mike Kenyon	Nathan	Nikki
Mike Mancini	Nathan Bynum	Nikki
Mike Mathewson	Nathan Everson	Nikolas Makasis
Mikhail Bell-Oetting	Nathan Gross	Nikoline Kaiberg
Minakie	Nathan K.	Niv Levy
Minalien	Nathan Pallotta	Noiras
Mira Strengell	Nathan Stemmler	Nolan Smart
Molly Loewen	Nathaniel de Leon	Nom
Molly Muilenburg	Nedivar	Nomad
Moonyen Sunyen	Neelam	Nordenheim
Morgan	Neil	Nova O'Brien
Morgan Diehl	Nethescurial	Noél Chrisman
Morgan Gate-Leven	Nicholas Bruce	Oddtwang
Morgan Metcalf	Nicholas Johnson	Oliver
Morgan Sittler	Nicholas Martinez	Olivia Montoya
Mouse	Nicholas Nowark	Olivia Yelovatz
MrPlucky	Nick Miethe	Olof Friström
MrPrimate	Nick Zakhar	Omar Khan
Muriadim	Nicolas DiFurio	Omega Jones
Mychal	Nicole	Orcansee
Myssy Landy	Nicole P.	Game Works
Hoffower	Nicole Tompos	Orla ní Dhúill
N3rdM3tal		

Ornithopter	Randy	Ryan Benham	Sebastian Galvez	Steph
Owen St.Gelais	Randy Weis	Ryan Fast	Selena Pappas	Stephane Auger
Paige	Ravais	Ryan Sundberg	Semia	Stephane Gelgoot
Pamela Shigeoka	Rebecca Chamberlin	Ryan William Frederick	Sennoux	Stephanie Betschart
Pandia	Rebekah Samuel	S. Trimble	Serena Kaye	Stephanie Poole
Patrick P.	Remy	SP	Seth Mitchell	Stephanie Rainey
Patrick Shepard	Rene Kremer	Sabel	Seven	Stephen
Paul	Renzo Gambone	SaberCrystal	Shaan Heng-Devan	Stephen Edwards
Paul FaceBonz Ormsby	Ressurgency	Saga Mackenzie	Shafer Christian Brown	Stephen Pratt
Paul Johnson	Rewd	Sal Creber	Shannon	Stephen Shoemaker
Paul Landis	Rhel	Sam	Shannon Collins	Stevan Serafimov
Paul Phillips	Ria Farmer	Sam Bainton	Shannon McGuire	Steve
Pauli	Rian Rail	Sam Brockelbank	Shannon O'Brien	Steve Bracco
Payton Risch	Rich Horner	Sam Clements	Shannon O'Driscoll	Steven Krajnyak
Pepper	Rich Steeves	Sam Eaton	Shaun Beckett	Steven Norris
Peter Fawcett	Richard Bale	Sam Underwood	Shaun McMillan	Su
Peter Hosey	Richard Dixon	Samantha	Shawn	Susan
Peter Mazzeo	Richard Poffley	Samantha Darcy	Shawn Crawford	Susan Craley
Peter Phelps	Richard Sorden	Samantha McGahan	Shawn Fennessey	Susan Thompson
Phil Kenyon	Richard Welker	Samantha Zukerman	Shawn Stendevad	Susanne Johansson
Philip Rogers	Roakana Games	Samuel Kim	Shiny Logarius	Sybil
Philip Wesley	Rob James	Samuel Roussel	Shizuochan	Sydney
Phillip Lemons	Rob Matteson	Samwest	SianMcQ	Sydney Brown
Piper Mackenzie Ryan	RobScumaci	Sarah Fraser	Sierra	Sydney Wiseman
Porter Williams	Robert	Sarah Jacobs	Silverwing Prime	Szymon
Purpose-Porpoise	Robert Huss	Sarah Lynn	Simmy Sims	T
R. Morgan Slade	Robert McNeal	Sarly Wood	Simona Günther	TR
RAVEN FISCHER-RIVERA	Robert Moltrup	Sascha	Sir_Edward_Prize	Taara
Rachel	Robert Tarr	Scott	Skander Ballard	Taelor Dougherty
Rachel	Robert West	Scott Davenport	Skylar Amanda	Talon Pardun
Rachel Edwards	Robert von Estorff	Scott J. Dahlgren	Software Bloke	Tamarack The Werewolf Survivor
Rachel Fink	Robin Hoelzemann	Scott Walock	Sophia	Tamarah
Raduca Grigorescu	Rolf Heinemann	Sean Christopher Charles Richer	Sophia	Tara Palmer
Raf Bressel	Rosie Morris	Sean Daugherty	Sophia Grey	Tara Redinger
Raidy	Rune	Sean Duffy	Sophie King	Taran Winnie
Raina Havens	Russell Ventimeglia	Sean Jones	Sophie Macmillan	Tash Alexander
Randi Trevan	Ryan	Sean Owen	Stacie Nugent	Tasha Dohnt
	Ryan		Stacy Banks	Taylor Espy
	Ryan		Stefan	Taylor Kline

Tegan Jephcott	Tricia	XionNK	jonnyhooks	Zackary Smith
Temujinzen	Trina Clausen-Adams	Yaameen	joshua palmer	Zaftiq Gomez
Terry Adams	Trip Space-Parasite	Ying Xu	katre	Zane
The Broadwords	Trivia	ZONETrigger	kirsten mentzer	Zappa
The Fast Hero	Tyler Corbin	Zach	luckykid11	Zeke Reineccius
The Lost Hikers	Tyler Hildebran	Zach Crites	mad doctor	Zero Caige
The Rangdo of Arg	Tyler Mascia	Zach Hall	mark cherico	Zhul
TheCataclyst	Tytus Zink	Zach Hunt	maxoutdragon	Zoe
Theo Josephs	Val	Zach Norton	mercury_hat	Zoe Seymour-Turner
Thomas	Valeri	Zach Overstreet	myshade1973	Zombified
Thomas	Valyzons	Zachari Dahran	naoji toikawa	ZONETrigger
Thomas Campbell	Velka	Zachary Carter	nathanael west	ZoraFay
Thomas Craig	Veronica	Zachary McMillan	nicholas davis	
Thomas David Fenney-Mather	Vesala	Zack Davis	paulsilver	
Thomas Duncan	Victoria	Zackary Smith	pisapiza	
Thomas Payne	Victoria Hyde	Zaftiq Gomez	potroast	
Thomas Smith	Vincent Herzer	Zane	ramzie	
Thymbraeus	Vlad Giulvezan	Zappa	ranlam	
Tim Dubbelman	Voidseer	Zeke Reineccius	royalef	
Timothy Alcorn	Voyd	Zero Caige	russell bedford	
Timothy Dziewit	W Jacob Knecht Jr.	Zhul	scott delaney	
Timothy McCown Reynolds	Walker Clay	Zoe	stargrabber5	
Toby	Wayne DuChateau	Zoe Seymour-Turner	stormydawn	
Todd	WeShadows	Zombified	sumptesh	
Tom B	Wendy Smith	ZoraFay	toomuchlettuce	
Tom Burdak	Wesley McNair	afensch26	toonestoons	
Tom Wright	Whitt	astera	trilobitelizard	
Tommy	Wilfredo Gagaza	atorins1	vinnyoftdead	
Tony Horne	Will Fife	austinbounsavy@gmail.com	yuutosenshi	
TotemForSale	Will Wagner	bean	Zach	
TothJM	William Dunbar	beaverkoin	Zach Crites	
Tre McCarthy	William Flynn	catherine	Zach Hall	
Trevor Blackmore	William Halpern	chonkchilla	Zach Hunt	
Trevor Dwire	William Pender	darkwolf	Zach Norton	
Trevor Lee Muschamp	Wolfgang Engelbrecht	elizabeth brown	Zach Overstreet	
Trey Morton	XD Miniatures	emilytheslayer	Zachari Dahran	
Trey D'Eramo	Xanthe Maddocks	gunnah	Zachary Carter	
	Xanthuss Marduk	jigglefactor	Zachary McMillan	
			Zack Davis	

OUR RELATIONSHIP IS...

Each Witch has an Otherworldly Companion and each Companion only has that Witch. The nature of the relationship varies drastically between every coupling. These relationships are not always positive or fully understood by either participant. It is quite common for the Witch and their Companion to have differing alignments or opinions on the world around them.

Usually the differences are minimal, but sometimes the Witch and the Companion can exist on opposite sides of the spectrum. These sort of conflicts can be useful for both roleplaying and for a GM to tie the Companion into the story. How did they attach to you in the first place? What is their agenda? Below are some example relationship dynamics with your Companion.

d6 Relationship Outlook

- | | |
|---|---|
| 1 | Your Companion interacts with you like a parent would with a child. They support you in what you do, but usually have their own opinion on how you should've handled the situation. |
| 2 | Your Companion is the opposite of you in every way and lets you know it. Communications are almost always hostile in some way, but when you do work together it is in perfect cohesion. |
| 3 | Your Companion likes to constantly narrate what you are doing, almost as if you and your actions are entertainment to them in some sort of play. |
| 4 | During dire situations, your Companion always tries to lighten the mood. Sometimes with song and other times with horribly inappropriate jokes. |
| 5 | Your Companion is jealous of anyone else who gets close to you and is suspicious of anyone you haven't met before. |
| 6 | Your Companion has a secret goal outside of your connection, they never tell you what it is but they do ask you for favors to help realize it. |

MY CURIOS ARE...

Most Witches carry some sort of runed chicken feet, carved antlers, jewelry, playing cards, or any other number of small trinkets. Witches usually have a theme regarding the materials they make their Curios out of. Many Witches say that it is more art than science, and the intention that goes into inscribing a Curio is one of expression.

While any witch could pick a rock off the ground and turn it into a Curio, few would feel satisfied in doing so. When coming up with how your Witch looks or behaves in the world, think about what their Curios look like. They are the source of your day-to-day power and make your Witch stand out from other adventurers. Feel free to roll on the table or come up with your own signature theme.

d6 Curio Origin

- | | |
|---|--|
| 1 | You use recovered animal parts for your Curios. Strips of leather, bone, teeth, and sometimes scales feature prominently in your Curios. |
| 2 | You have custom made metal disks that you use as Curios. you can be sure that they won't break, and they stack fantastically. |
| 3 | You've always had a taste for things that sparkle, so it makes sense that you would make your Curios out of precious minerals. |
| 4 | Even before you met your Companion, you spent a lot of time in a kitchen. You enjoy inscribing snacks, meals, pots, and pans with the effects of your Curios. |
| 5 | You take trophies from your foes after you've killed them. From these you assign powers that are fitting. In a way, you feel you grow stronger by absorbing some part of them. |
| 6 | While it can be confusing sometimes, you use your own coins to make your Curios. you just have to remember not to pay for your meal with a Curio inscribed with a nasty spell. |

V<06 <70 7 07< VV <0V< 70V. <20 7 W75570. 5V< V7<7<7<0V
 07< <0 7<70< 60V <0V<. 0 760 5V70< <V > 5607< V7700V7 / <70
 7<607< <0<. 7<607<0<7 VV <V0 <V< W<70V <5. / <7 <00 <V< 70 7
 >7<. <V07<06 W<... 57V<

WITCH LEVELING TABLE

Level	Proficiency Bonus	Features	Curios
1st	+2	Manifestation Magic, Otherworldly Companion, Witch's Script	2
2nd	+2	Sacred Secrets, Arcane Wonder(1/rest)	3
3rd	+2	Coven Casting	3
4th	+2	Ability Score Improvement	4
5th	+3	Uncommon Curios	5
6th	+3	Sacred Secrets feature, Arcane Wonder (2/rest)	5
7th	+3	Arcane Sense	6
8th	+3	Ability Score Improvement	7
9th	+4	-	7
10th	+4	Sacred Secrets feature	8
11th	+4	Empowered Curios	9
12th	+4	Ability Score Improvement	9
13th	+5	Supernatural Insight	10
14th	+5	Sacred Secrets feature	11
15th	+5	-	11
16th	+5	Ability Score Improvement	12
17th	+6	Mythic Curios	13
18th	+6	Arcane Wonder (3/rest)	13
19th	+6	Ability Score Improvement	14
20th	+6	Planar Domain	15

BASIC 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: Daggers, sickles, darts, slings, quarterstaves, short bow

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Medicine, Nature, Religion, or Survival

EQUIPMENT

(a) a quarterstaff or (b) a sickle

(a) a component pouch or (b) an arcane focus

(a) a scholar's pack or (b) an explorer's pack

A spellbook

Alternatively, you can ignore the equipment provided by your class and background, and start with 4d4 x 10 gp to spend on equipment.

MANIFESTATION MAGIC

YOUR SPELLBOOK

At 1st level, you have a spellbook containing four 1st-level witch spells of your choice.

Your spellbook is the repository of the witch spells you know.

The spells that you add to your witch's spellbook as you gain levels reflect the

hidden knowledge and personal research you conduct on your own, as well as finding meaning and understanding of the nature of the multiverse through debate and conversation with your Otherworldly Companion. You might find other spells during your adventures. You could discover a spell recorded on a scroll, written on the bones of those long dead, or in another spell caster's spellbook that your Otherworldly Companion helped you acquire.

ADDING NEW SPELLS

When you find a witch spell of 1st level or higher, you can add it to your spellbook if it is of a level which you can prepare and if you can spare the time to decipher and copy it.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can infuse the spell into Curios and ritual cast the spell just like your other spells.

REPLACING YOUR SPELLBOOK

You can copy a spell from your own spellbook into another book. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You only need 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared in Curios into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal.

CURIO

A Curio is a magical trinket made by a witch. This object can be anything as mundane as a vial of dirt or as extravagant as a diamond ring. Curios can even be consumable as potions or food items, activating upon consumption.

The Curio is destroyed if consumed.

As a general rule, a Curio cannot be made from an object that is already magical in nature or anything that is a weapon or armor.



It takes you 10 minutes and an arcane focus to create a Curio from a Tiny mundane object. When you make one, choose a Curio Manifestation that is associated with the Curio. At level 1 you start out with only being able to make basic Curios.

When you take a long or short rest you can recharge a number of your Curios equal to your Intelligence modifier. If a Curio has a passive effect it does not need to be recharged.

You always know in what direction your Curios are, and if they are not on the same plane as you, you know that they are on a separate plane but not which plane that they are on. If you wish, you can destroy all of your Curios in a ritual that takes 1 hour. No matter their location, they are destroyed. If you hold a Curio and spend 1 minute concentrating, you can remove the magic from that specific Curio, preserving the item.

Another creature can attune to one of your Curios as they would a magic item and can use the Curio Manifestation. Items attuned in this fashion still count as one of your available Curios. You do not need to attune to your own Curios.

Unless otherwise specified by the Curio, an active Curio takes an action to use. In the instances where a Curio is holding a spell, use the casting time of the spell as the amount of time it takes to use the Curio. If the spell can be cast as a reaction, so can the Curio.

Curios that have active manifestations must be recharged before using them for the first time. Curios with passive manifestations have their abilities available immediately upon creation.

PREPARING AND CASTING SPELLS

As a witch you do not cast spells directly from spell slots. Instead, you can infuse your Curios with a spell from your spellbook. When you make a Curio and choose to place a spell inside, you are able to activate the Curio and release the spell. Anything that would affect a spell cast from a spell slot also affects a spell cast from a Curio.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your witch spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

In addition, you use your Intelligence modifier and proficiency bonus for the spell save DC of a witch spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier.

Spell Attack modifier = your proficiency bonus + your Intelligence modifier.

IMPROVED RITUAL CASTING

You can cast any witch spell as a ritual regardless if that spell has a ritual tag as long as you have the spell in your spellbook. If the spell has a ritual tag, cast the spell using normal ritual casting rules. If the spell does not have a ritual tag, the spell takes 1 hour to cast per spell level, additionally, for each spell level above 1st-level you need an additional creature helping you with the ritual. A creature must have an Intelligence of at least 8 and be friendly to assist in casting the spell, while assisting, the creature can take no other actions. You do not need to have the spell prepared in a Curio to cast it as a ritual.

LEARNING SPELLS OF 1ST LEVEL AND HIGHER

Each time you gain a witch level, you can add two witch spells of your choice to your spellbook. Each of these spells must be of a level equal to, or less than, half of your witch levels rounded up. On your adventures, you might find other spells that you can add to your spellbook.

2<0 072260 VV 2<72 20V2 72 >03V0A
 AV6272; 72 20022 2V A0AV0226A222
 5V222222. 70A 5L00 2LV0 2V 5V20A22
 00 <7A0 >000 722 >22 60A220A 2V
 V2L V00 2L22272LV02 VV 20V020A50
 70A 20A062270A205 VV 0<72 00
 20V0 2<72 00 AV 0V2 20V0

OTHERWORLDLY COMPANION

When you take your first level as a witch you are approached by an otherworldly entity, this entity is drawn to you and seeks to join you. Each entity has a different way of making itself known to you and each supports you in whatever task you seek to complete.

COMPANIONSHIP OF THE BEAST

Though your Otherworldly Companion may have come to you in the shape of a mundane animal, it turned out to be anything but.

You learn the Find Familiar spell and can cast it as a ritual. The spell doesn't need to be recorded in your spellbook for you to cast it and you can cast it once per long rest without material components or placing the spell in a Curio. Additionally, your familiar has the Intelligence of 10 instead of its normal Intelligence score. Your familiar also can understand and speak any language that you know.

COMPANIONSHIP OF THE ELEMENTS

Whether through the flicker of flame, the sound of a brook, or the rattle of stone, you first heard the voice of your companion through the elements. As an entity of the natural world, it empowers you when you are in its natural domain.

Choose one type of terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark.

While in your chosen terrain, you gain the following benefits:

- ◇ You can't become lost except by magical means.
- ◇ Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- ◇ When you forage, you find twice as much food as you normally would.
- ◇ If you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn

8 7 6 5 4 3 2 1 0
 9 8 7 6 5 4 3 2 1 0
 1 2 3 4 5 6 7 8 9
 0 1 2 3 4 5 6 7 8 9
 10 11 12 13 14 15 16 17 18 19
 20 21 22 23 24 25 26 27 28 29
 30 31 32 33 34 35 36 37 38 39
 40 41 42 43 44 45 46 47 48 49
 50 51 52 53 54 55 56 57 58 59
 60 61 62 63 64 65 66 67 68 69
 70 71 72 73 74 75 76 77 78 79
 80 81 82 83 84 85 86 87 88 89
 90 91 92 93 94 95 96 97 98 99

COMPANIONSHIP OF THE FLESH

Be it in abstract forms, intricate lines, or wonderous images, you feel the very essence and thoughts of your companion.

As your skin fills with your companion's essence it becomes resistant to damage. As long as you are not wearing armor, you gain a +1 bonus to AC.

Additionally, you can choose to use your own skin as a spellbook and as Curios. The price for inscribing spells remains the same but they are tattooed onto your skin. Additionally, you can place a Curio onto your skin as a tattoo, it functions as a normal Curio but cannot be given to another creature. As a bonus action, you can hide the tattoos.

COMPANIONSHIP OF THE SPIRIT

You are frequently visited by an ethereal being that only you can see. This might be in the form of an ancestor spirit, an angel, a demon, or a wisp from another reality, but it came to you and you alone.

Bringing secrets from beyond the veil, your companion expands your magical knowledge. You can choose a cantrip from any spell list and cast it without a Curio. Upon taking a long rest you can choose a different cantrip to use in this way.

WITCH'S SCRIPT

With the help of your Otherworldly Companion, you learn to see, read, and write in Witch's Script. To those untrained, the script is invisible, only showing itself when perceived by detect magic. Any Curio, that you or another witch has made, appears to be covered in Witch's Script.

SACRED SECRETS

When you reach 2nd level, you choose a Sacred Secret, hidden magical talents passed on from your Otherworldly Companion to you.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

ARCANE WONDER

At 2nd level, you start with a Arcane Wonder, Sudden Manifestation, and occasionally an additional Arcane Wonder determined by your Sacred Secret. Some Sacred Secrets grant you the additional ability as you advance in levels, as noted in the Sacred Secret description.

When you use your Arcane Wonder, you choose which effect to create. You must then finish a short or long rest to use your Arcane Wonder again. Beginning at 6th level, you can use your Arcane Wonder twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Some Arcane Wonders effects require saving throws. When you use such an effect from this class, the DC equals your witch spell save DC.

SUDDEN MANIFESTATION

As a bonus action, you can cast a single spell from your spellbook that is equal to or less than 1/3rd of your witch level (minimum 1st-level spell) without using a Curio. The spell must have a casting time of 1 action or 1 bonus action.

COVEN CASTING

At 3rd level, when you cast a spell using a Curio, allies with an Intelligence score of 8 or more and that are within 30 feet can use their reaction to amplify the spell. If a number of allies, equal to the spell's spell level, use their reaction to assist, the spell is considered to have been cast using a spell slot of 1 level higher.

UNCOMMON MANIFESTATIONS

At 5th level, you can create a number of Curios with Uncommon Curio Manifestations equal to your Intelligence modifier. You can use Curios with active Uncommon Curio Manifestations once per long rest. These curios still count against your total number of available curios on the class table.

ARCANE SENSE

Upon reaching 7th level your very senses have changed from being close to your Otherworldly Companion and you can now sense magic. This might be through smell for some or by sound, taste, or a mere prickling in the air for others but you gain the extraordinary ability to perceive magic. As an action, you can open your awareness to actively perceive such forces. Until the end of your next turn, you sense the presence of magic within 30 feet of you and you see a faint aura around any creature or object in the area that bears magic.

This ability can penetrate most barriers but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

EMPOWERED MANIFESTATIONS

At 11th level, you can create a number of Curios with Empowered Manifestations equal to your Intelligence modifier. You can use Curios with active Empowered Manifestations once per long rest. These curios still count against your total number of available curios on the class table.

SUPERNATURAL INSIGHT

When you reach 13th level you've developed the ability to see into a person's true nature. Whenever you make an insight check, you can treat a d20 roll of 9 or lower as a 10.

MYTHIC MANIFESTATIONS

At 17th level, you can create a number of curios with Mythic Manifestations equal to your Intelligence modifier. Once you use a curio with an active Mythic Manifestation

Uncommon: You can use an action to turn into any tiny beast for 2 hours. That creature cannot have a fly speed.

Empowered: You can use an action to turn into any small or tiny beast for 3 hours.

Mythic: You can use an action to turn into any medium, small, or tiny beast for 4 hours. Additionally, you can end the effect early with a bonus action.

Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus is higher than yours, use the creature's bonus.

You assume the Hit Points of your new form. When you revert to your normal form, you return to the number of Hit Points you had before you transformed. If you revert as a result of Dropping to 0 Hit Points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 Hit Points, you aren't knocked Unconscious.

You are limited in the Actions you can perform by the nature of your new form, and you can't speak, cast spells, or take any other action that requires hands or speech.

Your gear melds into your new form. You can't activate, use, wield, or otherwise benefit from any of your equipment.

CURIO OF CANTRIPS

Passive

Basic: Choose 2 cantrips from the witch spell list. You can cast these at will.

Uncommon: Choose 4 cantrips from the witch spell list. You can cast these at will.

Empowered: Choose 6 cantrips from the witch spell list. You can cast these at will.

Mythic: Choose 8 cantrips from the witch spell list. You can cast these at will.

CURIO OF EARTH

Passive

Basic: While on the ground you have advantage on saving throws to resist being moved against your will.

Uncommon: All of the effects of the Basic version of this Curio, and you can detect and pinpoint the origin of vibrations within 10 feet, provided that you and the source of the vibrations are in contact with the same ground or substance. This can't be used to detect flying or incorporeal creatures.

Empowered: All of the effects of the Basic and Uncommon versions of this Curio, and you have resistance to non-magical slashing, bludgeoning, and piercing damage.

Mythic: All of the effects of the Basic, Uncommon, and Empowered versions of this Curio and you gain a burrow speed equal to your movement.

CURIO OF FIRE

Passive

Basic: As an action, You can light or extinguish a mundane fire that fits inside a 5' cube

Uncommon: All of the effects of the Basic version of this Curio, and you can speak into any fire and from any point of flame within 1 mile your voice will be heard as if you were there. Additionally, as an action, you can make a touch spell attack against a creature and deal 1d12 points of fire damage on a hit.

Empowered: All of the effects of the Basic and Uncommon versions of this Curio, and you have resistance to fire damage.

Mythic: All of the effects of the Basic, Uncommon, and Empowered versions of this Curio. Additionally, you gain the ability to teleport from open flame to another open flame that you can see with the use of a bonus action. The flame must be large enough for you to fit inside of it. When you use this ability, you are not harmed by the fire. Furthermore, you can use this ability to teleport to any open flame on the same plane as yourself as long as you are familiar with it.

If you attempt to teleport in this fashion and the flame isn't there or isn't big enough to fit you, you take 10d6 fire damage and the Curio shatters.

CURIO OF FLESH

Passive

Basic: You can spend 1 minute to change your appearance through magical means. This can affect any of your natural physical features, including your apparent race, though your statistics stay the same and you cannot change your basic body structure.

Uncommon: You can change your appearance at will. This can affect any of your natural physical features, including your apparent race, though your statistics stay the same and you cannot change your basic body structure.

Empowered: You can change your appearance at will. That can affect any of your natural physical features, including your apparent race, though your statistics stay the same and you cannot change your basic body structure. You may use this ability to change your appearance to look identical to another individual. Your voice can perfectly mimic the target's voice as well.

Mythic: All of the effects from Empowered with the additional effect that even a creature with Truesight cannot see past this effect.

CURIO OF FLIGHT

Passive

Basic: You can jump double your normal jump height.

Uncommon: You gain a fly speed of 30 feet. At the end of each of your turns you fall to the ground if you are being held aloft by flight from this Curio.

Empowered: You gain a fly speed of 30 feet if not wearing armor.

Mythic: You gain a fly speed of 60 feet.

CURIO OF MIRRORS

Active

Basic: You create 1 duplicate.

Uncommon: You create 3 duplicates.

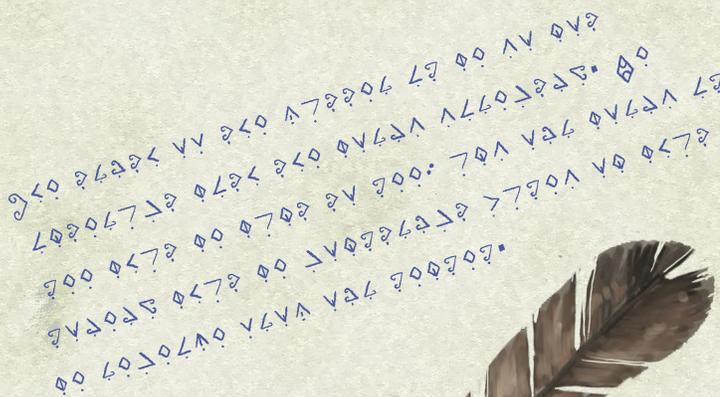
Empowered: You create 5 duplicates.

Mythic: You create 7 duplicates.

A number of illusory duplicates of yourself appear in your space and move out to available spaces around you. Until you end the effect, the duplicates move with you and mimic your Actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the duplicates.

If a spell or an attack would target you, instead roll a die to determine what duplicate it hits:

- ◇ 1 or 2 duplicates: roll a d4. On a 1 or 2, the attack or spell targets you, on a 3 or 4, the attack or spell targets one of your duplicates.
- ◇ 3 or 4 duplicates: roll a d4, on a 1, the spell or attack targets you, on anything else, it targets a duplicate instead.
- ◇ 5 or 6 duplicates: roll a d6, on a 1, the spell or attack targets you, on anything else, it targets a duplicate instead.
- ◇ If you have 7 duplicates: roll a d8, on a 1, the spell or attack targets you, on anything else, it targets a duplicate instead.



If a duplicate is targeted by a spell or attack, the duplicate is destroyed. If all of your duplicates are destroyed, you must wait for your Curio to recharge before using it again. Additionally, if you dismiss the duplicates, you must wait for the Curio to recharge before using it again.

This ability also affects abilities or spells that would be used as a reaction to an action you take. For example, if you have this ability active and you cast a spell, and another creature uses a counterspell, there is a chance that the creature's counterspell targets one of your duplicates instead, letting your spell be cast without interruption.

A creature is unaffected by this ability if it can perceive illusions as false, as with true-sight.

When casting rituals with improved ritual casting, your duplicates count as creatures for the purpose of assisting you casting a spell.

CURIO OF THE OTHERWORLD

Passive

Basic: As an action, you can see into the ethereal plane for 1 minute.

Uncommon: As an action you can step into the ethereal plane until the end of your turn.

Empowered: As a bonus action, you can step into the ethereal plane until the end of your turn.

Mythic: As an action you can step into the ethereal plane for up to 1 hour or until you use this ability again. Your movement is doubled while in the ethereal plane.

If you are on the Ethereal Plane and the time limit ends you return to the Plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when you return to that Plane, you are immediately moved to the nearest unoccupied space that you can occupy and take 1d6 force damage for each foot you were moved.

While on the Ethereal Plane, you can see objects and landscapes rendered in desaturated shades of grey from the Plane you originated from and creatures from the plane you originated from appear as misty blobs with no discernible features. Your vision on the Ethereal Plane is 30ft. Creatures that are not on the Ethereal Plane can not see or hear you without a special ability or spell. Additionally, you can not interact with anything that isn't also on the Ethereal Plane.

CURIO OF PERCEPTION

Passive

Basic: You gain darkvision out to 30 feet. If you already have dark vision the distance increases by 30 feet.

Uncommon: You gain darkvision out to 30 feet. If you already have dark vision the distance increases by 30 feet. Additionally, you roll sight based perception at advantage.

Empowered: You gain truesight out to 10 feet. Additionally, you roll sight based perception at advantage.

Mythic: You gain truesight out to 60 feet. Additionally, you roll sight based perception at advantage.

CURIO OF PRESERVATION

Passive

Basic: You cannot be magically aged.

Uncommon: You cannot be magically aged and you have advantage on death saving throws.



Empowered: You cannot be magically aged and you have advantage on death saving throws. Additionally, if you are reduced to 0 hit points or die, instead, roll a Constitution saving throw against a DC equal to twice the damage taken. On a success, you drop to 1 hitpoint instead.

Mythic: You can not be magically aged and have advantage on death saving throws. Additionally, if you were to be reduced to 0 hit points or die, instead, roll a Constitution saving throw against a DC equal to the damage taken. On a success, you drop to 1 hitpoint instead.

CURIO OF PRIVACY

Passive

Basic: You have advantage on your saving throws to resist divination magic.

Uncommon: While resting, you are hidden from divination magic. You can't be targeted by any divination magic or perceived through magical scrying sensors when hidden in this fashion. Additionally, you have advantage on your saving throws to resist divination magic.

Empowered: You are hidden from divination magic. You can't be targeted by any divination magic or perceived through magical scrying sensors when hidden in this fashion.

Mythic: You and every creature within 30 feet are hidden from divination magic. You and any creatures within 30 feet can't be targeted by any divination magic or perceived through magical scrying sensors when hidden in this fashion.

CURIO OF PROTECTION

Passive

Basic: While not wearing armor your base AC becomes 12 + your Dexterity modifier.

Uncommon: While not wearing armor your base AC becomes 13 + your Dexterity modifier.

Empowered: While not wearing armor your base AC becomes 13 + your Dexterity modifier or 13 + your Intelligence modifier, whichever is higher.

Mythic: While not wearing armor your base AC becomes 13 + your Dexterity modifier + your Intelligence modifier.

CURIO OF MANY SPELLS

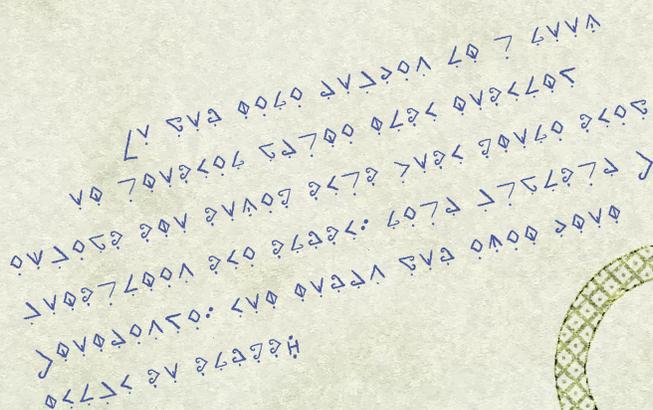
Active

Basic: You can place two different 1st-level spells from your spellbook inside the Curio. When you use one of the spells you must recharge the Curio before using that spell again. You can use the other spell inside the Curio if it has not been cast.

Uncommon: You can place three different 1st-level or 2nd-level spells from your spellbook inside the Curio. They do not need to be of the same spell level. When you use one of the spells you must recharge the Curio before using that spell again. You can use the other spells inside the Curio if they have not been cast.

Empowered: You can place three different 3rd-level or 4th-level spells from your spellbook inside the Curio. They do not need to be of the same spell level. When you use one of the spells you must recharge the Curio before using that spell again. You can use the other spells inside the Curio if they have not been cast.

Mythic: You can place three different 5th-level, 6th-level, or 7th-level spells from your spellbook inside the Curio. They do not need to be the same spell level. When you use one of the spells you must recharge the Curio before using that spell again. You can use the other spells inside the Curio if they have not been cast.



CURIO OF REPEATED SPELLS

Active

Basic: You can place a single 1st level spell from your spellbook inside the Curio. This spell can be cast twice before the Curio needs to be recharged.

Uncommon: You can place a single 2nd-level or 3rd-level spell from your spellbook inside the Curio. This spell can be cast twice before the Curio needs to be recharged.

Empowered: You can place a single 4th-level, 5th-level, or 6th-level spell from your spellbook inside the Curio. This spell can be cast twice before the Curio needs to be recharged.

Mythic: You can place a single 7th-level or 8th-level spell from your spellbook inside the Curio. This spell can be cast twice before the Curio needs to be recharged.

You and up to five companions are able to travel an additional 10 miles a day.

Empowered: When you are traveling for more than 4 hours, your pace quickens without any negative effects and are able to find the most unlikely of shortcuts. You and up to five companions are able to travel an additional 10 miles a day. Also, you are able to find enough food close to the road to feed 6 people.

Mythic: When you are traveling for more than 4 hours, your pace quickens without any negative effects and are able to find the most unlikely of shortcuts. You and up to 5 companions are able to travel an additional 10 miles a day. Also, you are able to find enough food close to the road to feed 6 people. Additionally, when you make camp you are able to find a safe and secluded spot that requires a DC 20 perception check for others to find.

CURIO OF SUSTENANCE

Passive

Basic: You no longer need to eat.

Uncommon: You no longer need to eat or drink.

Empowered: You no longer need to eat or drink, and do not suffer any negative effects from going without sleep.

Mythic: You no longer need to eat or drink, and do not suffer no any negative effects from going without sleep. Additionally, you no longer age naturally. Magical aging still affects you.

CURIO OF WATER

Passive

Basic: While in water of any clarity, you can see clearly and normally. Darkness still affects your vision.

Uncommon: All of the effects of the Basic version of this Curio and you can walk on water as if it were solid ground. Additionally, you can breathe normally underwater and you also retain your normal mode of respiration.

Empowered: All of the effects of the Basic and Uncommon versions of this Curio and you gain resistance to cold damage.

Mythic: All of the effects of the Basic, Uncommon, and Empowered versions of this Curio and you gain a swim speed equal to twice your move speed.

CURIO OF TRAVEL

Passive

Basic: When you are traveling for more than 4 hours, your pace quickens without any negative effects. You and up to five companions are able to travel an additional 5 miles a day.

Uncommon: When you are traveling for more than 4 hours, your pace quickens without any negative effects and you are able to find the most unlikely of shortcuts.



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Sacred Secrets

CHAPTER ~ THREE

“Knowledge, like the soul, should be free, not trapped and restrained by sanctimonious Orders.”

—The Apostate, Evlyn

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o be a witch is to delve into a world of hidden places, terrible and wonderful magics, and to be free to seek answers regarding the very nature of the world. Your power comes from the application of knowledge in new and powerful ways, recovering the lost art of creating magical items and imbuing them with strange and wonderful effects.

Sorcerers have access to power through sheer force of will, Wizards spend their lives collecting and perfecting known spells, and Warlocks pledge themselves to powerful forces, but all are beholden to spells that only affect the world for moments. By creating items of wonder, a witch has access to powers the others can only dream of, and to be holders of secret knowledge other casters can't comprehend.

SECRETS OF DOMINATION

There are those who are drawn to the darker arts of domination and seek counsel from their Otherworldly Companions on how to control and bind others. Witches of Domination might seek this knowledge for power or for nominally good intentions of maintaining order in a chaotic world.

ARCANE WONDER:

COMMANDING UTTERANCE

At 2nd level, as an action you can speak a one-word command to every creature within 30 feet that you can see. Each target that you designate must succeed on a Wisdom saving throw or follow the command on its next turn. The ability has no effect if the target is Undead, if it doesn't understand your language, or if your command is directly harmful to it.

CHARMING GIFTS

At 6th level, when a creature willingly attunes to one of your curios they must make a Wisdom saving throw at the start of each day. If they fail, they are considered charmed by you. On a success, they are not charmed but must repeat

this save if they are still using it the next day. When they are no longer attuned to the curio, they are no longer charmed.

ONE TO RULE THEM

At 10th level, you can cast the spell *geas* against a target that is attuned to one of your curios and is charmed by you, without using a curio. If the target passes their saving throw, they are immune to being charmed by you for 24 hours. Once you use this ability you must take a long rest before using it again.

BOUND MINDS

At 14th level, any creature attuned to one of your curios is considered to be under the effects of the spell *Detect Thoughts*. For the purpose of this ability, you can target any creature who is attuned to one of your curios and is on the same plane as you.



SECRETS OF FROST

Witches who learn these secrets are usually from lands that have long been frozen over, they start adapting the hard crystalline nature of ice into their body and the most powerful have been known to be confused with Ice Elementals.

ARCANE WONDER: FLASH FREEZE

At 2nd level, you can rapidly chill the air around you to sub-zero temperatures and create an aura of frost. When you activate this ability with an action you gain immunity to cold damage for the duration, additionally each round you maintain this ability your aura increases in radius by 5 feet. Your aura spreads around corners. Any creature that starts its turn inside of your aura must make a Constitution saving throw, on a success they are unaffected by your aura until the start of their next turn. On a failure, they must spend an extra foot of movement for every foot they move, additionally they take cold damage equal to your Witch level. Any liquid not carried by a creature within your aura freezes until 1 hour after this ability ends.

This effect lasts until you lose concentration on it, you spend any movement, or you don't spend a bonus action each round to maintain the effect. At the end of each hour you instantly lose concentration on this ability unless you spend an additional use of your Arcane Wonder to maintain the effect.

After a minute, any non-magical non-creature plant in your aura freezes and dies.

GLACIAL SKIN

At 6th level, your skin takes on the qualities of glacial ice, becoming bluish in tone and freezing to the touch. You gain resistance to cold damage and when you are not wearing armor your Armor Class can not be below 15.

Additionally, when you are hit by a melee attack you can use your reaction to freeze the weapon to you. The attacking creature must make a Strength saving throw or their weapon is stuck to you and cannot be removed until the start of your turn. If it is a natural weapon, both you and the target are considered grappled and the attacking creature takes 1d10 cold damage.

CRYSTALLINE CONSTRUCTION

At 10th level, as an action you can create objects or structures made of ice. If you are making an item it must be able to fit into a 10-foot cube, you can not make complex items like vehicles, weapons, armor, or equipment with moving pieces. The item lasts a number of hours equal to half of your witch level and then it melts. The item has all the properties of the item you chose to replicate and is cool to the touch. You can use this ability a number of times equal to your Intelligence modifier (with a minimum of 1) per long rest. Additionally, objects you create with this ability can be made into Curios, if you do, they do not melt after the duration and last as long as they remain Curios.

At level 18, you can make any item with this ability.

WINTER'S SOUL

At 14th level, you are considered an Elemental as well as any other creature types you have. You are immune to cold damage and ignore movement restrictions caused by ice and snow and can move on difficult surfaces covered in ice,



including ceilings as long as those surfaces are covered by ice.

Additionally, once per long rest you can use an action and choose a point within 60 feet of you to become covered in ice. From the point that you chose, ice covers a 20 foot radius that spreads around corners. That ground is considered difficult terrain and any creature that starts its turn on the ice must make a Dexterity saving throw against your spell save DC or fall prone.

SECRETS OF THE FEAST

While most witches utilize curios that can be used multiple times by recharging them when they rest, Witches of the Feast bake their magic into edible goods letting those who consume them gain or suffer the effects of them.

NATURALLY SKILLED

At 2nd level, you gain a Tool Proficiency with Cook's utensils.

CURIOSLY CONSUMABLE

At 2nd level, when you make a Curio from an edible object you can select several options as to how it is activated, from the list below you can choose as many extra effects as you wish.

- ◇ If the Curio contains a spell, you can choose for that spell or spells to activate upon consuming the Curio with the consumer as the target or center point of any spells.
- ◇ When a creature eats this Curio, it provides enough nourishment to sustain a creature for one day.
- ◇ If the Curio has a Passive effect, by eating the Curio the creature eating it attunes to the Curio instantly. Additionally, The Curio's effect lasts until you destroy your Curios or they spend an hour purging their body.
- ◇ Upon consuming the Curio, the creature takes damage or heals and amount of hit points equal to your Witch level.

CHARMING COOK

At 6th level, when you use your Cook's utensils to prepare a meal that takes an hour or longer to make you imbue the food with magical energy. Any creature who eats the food prepared must make a Wisdom saving throw or become charmed by you for 1 hour. Any creature who succeeds this save is immune to being charmed by you for 24 hours. Creatures are unaware of this effect even on a success.



ARCANE WONDER: OBSESSIVE CONSUMPTION

At 10th level, as an action, you can place a magical Command on a creature that can see and hear you within 30 feet, forcing it to try and eat any object or creature that you specify that is also within range. If the target can understand you, they must make a Wisdom saving throw or become Charmed by you for 1 minute. While Charmed by you, the target takes 3d8 psychic damage for each action or movement that it takes that isn't in the pursuit of attempting to eat the creature or object you specified.

You can specify any creature or object within range, short of an object that the target creature would know would result in certain death. Should you issue a suicidal Command, the effect ends.

You can end the ability early by using an action to dismiss it. A Remove Curse, Greater Restoration, or wish spell also ends it.

FROM THE RIVER'S MOUTH

At 14th level, you can spend an hour enchanting a 10 foot by 10 foot area with a Curio effect. Any creature who eats or drinks something that was in that area when this ability was used is affected by your Curio. You can use the effects detailed in the ability Curiously Consumable to change aspects of this special Curio. Any passive effect gained from this ability ends after a number of hours shown by the table below. Once you use this ability you must take a long rest before using it again, additionally, any effects that are still active end immediately upon using this ability again.

Curio Level	How Long it Lasts
Basic	24 Hours
Uncommon	12 Hours
Empowered	6 Hours
Mythic	1 Hour

SECRETS OF THE FORGE

There are those who stare into the flames of their forges and see something staring back, these are the Witches who learn the Secrets of the Forge. Usually their Companions are elementals or spirits of old craftspeople but regardless of what form their Companions take, the secrets they share outfit these Witches for war.

NATURAL SMITHS

When you choose this Secret at 2nd level, you gain proficiency with light armor and smith's tools.

ARCANE WONDER: IMBUED METALLURGY

At 2nd level, you gain the ability to create a special Curio that doesn't count against the number of Curios that you can have at your current level. By spending an hour you can imbue a set of armor, a weapon, or a shield as a Curio using the associated Curios below. You are the only one who can attune to this Curio. At the end of each long rest you can use this ability again to maintain the effects of a previous use. If you choose not to use this ability again, the affected item returns to normal.

CURIOS ARMOR

Passive

Basic: While you are wearing this armor, you gain a +1 bonus to AC.

Uncommon: In addition to the effects of the basic tier, choose 1 damage type. While wearing this armor you have resistance to that damage type.

Empowered: In addition to the effects of the previous tiers, this armor becomes lighter and easier to manage. Medium armor becomes light armor and doesn't give disadvantage to stealth and heavy armor becomes medium armor.

Mythic: In addition to the effects of the previous tiers, while wearing this armor you have a fly speed equal to your movement speed.



CURIOUS WEAPONRY

Passive

Basic: This weapon is counted as a magical weapon for overcoming damage resistances.

Uncommon: In addition to the effects of the basic tier, choose 1 damage type, when you hit a creature you can add a d6 of that damage type to your damage.

Empowered: In addition to the effects of the previous tiers, once per short rest you can roll a d4 and add that to your roll to hit. You must declare you are using this ability before knowing if your attack hits or not.

Mythic: In addition to the effects of the previous tiers, choose 1 damage type, when you hit a creature that is resistant or immune to

that damage type they become vulnerable to that damage type instead until the start of that creature's next turn. If your weapon would deal that type of damage, they are considered to have been vulnerable to that damage for this attack as well.

CURIOUS SHIELD

Passive

Basic: While wielding this shield and you can use your reaction to add your proficiency bonus to your AC. You must use this ability before knowing if an attack would have hit you or not. Once you use this ability you must take a short rest before using it again.

Uncommon: In addition to the effects of the basic tier, while wielding this shield any friendly creature that is standing within 5 feet of you gains +1 to their AC.

Empowered: In addition to the effects of the previous tiers, you can spend an action and transform your shield into thick metal wall. This wall is 10 feet by 10 feet and 3 inches thick. As an action, you can transform the wall back into a shield.

Mythic: In addition to the effects of the previous tiers, if you would be hit by a ranged spell attack you can spend your reaction to absorb the energy taking no damage. This destroys the Curio.

WELD

At 6th level, as you touch 2 separate metal objects that are not being worn or carried and use a bonus action to make them 1 singular object. An Intelligence (Investigation) check is required to know that the 2 objects were once separated, the DC for this check is equal to your spell save DC. Additionally, as an action you can separate any object that you welded together with this ability.

EMPOWERED METALLURGY

At 10th level, the special Curio effects gained from Imbued Metallurgy can be made from the Curios gained from your class. They are required to be made from the corresponding items but do not need to follow the size limit normally assigned to Curios. These Curios can only be attuned to by you.

Additionally, you do not need to use your Arcane Wonder ability to maintain their effects.

FORM OF THE FORGE

At 14th level, if you are wearing or wielding a Curio made from your Imbued Metallurgy you can destroy it as a bonus action and encase your body in glowing hot liquid metal for 1 minute. While in this form your AC can not be below 20 and any melee attacks that you make deal an additional amount of fire damage equal to half your Witch level. You are also immune to Fire damage and have resistance to Slashing, Bludgeoning, and Piercing damage from non-magical attacks. You also retain any of the effects of the destroyed Curio until the effect is over.

After the effect ends the metal cools and solidifies giving you the restrained condition until you use an action to break free.

SECRETS OF GOLEMANCY

Tinkerers, toymakers, doll crafters, and inventors are all the types of people to seek the secrets of golemancy. Why summon potentially unloyal and dangerous creatures from different planes of existence when you can create them from metal and wood? While some Witches seek to use their golems for conquest and the pursuit of greater knowledge, others just enjoy the company that their new friends provide.

ARCANE WONDER:

SPONTANEOUS ANIMATION

At 2nd level, you can animate any item with a gesture and command. As a bonus action, point to one small or tiny item that is within 30 feet and is not currently being worn or carried. When you do, utter a command that is one sentence or less. The animated item attempts to complete the command to the best of its ability growing arms and legs and animating for up to 1 hour. This ability requires concentration and if either concentration is broken or the duration ends, the item is no longer

animated.

For this duration the item has the following statistics:

- ◇ HP: 15
- ◇ Movement: 30 feet
- ◇ AC: 10 + your proficiency bonus
- ◇ Attack: + your proficiency bonus to hit
- ◇ 1d10 + your proficiency slashing damage
- ◇ Str: 6
- ◇ Dex: 14
- ◇ Is proficient in every skill, tool, and item that you are.

Alternatively, you can choose to animate a weapon, item, or suit of armor currently being carried or worn by a creature. If you do so, choose one of the following effects:

- ◇ If the item is a weapon, for up to one minute you can use your bonus action to cause the weapon to strike the individual wielding it. For this, roll an attack using your spell attack bonus, the weapon deals damage normally on a hit.
- ◇ If the item is a suit of armor, you can freeze it in place until the start of your next turn. When you do so, the creature wearing the armor must make a Strength saving throw against your spell save DC or become restrained for the duration.



◇ If the item is a mundane object, you can give it a one word command and at the end of your turn it'll attempt to complete that command to the best of its ability. The item can not attack but can provide the help action. It gains arms and legs and the statistics listed above. At the start of your next turn the item returns to normal.

CURIOUS HELPERS

At 6th level, you can choose to permanently animate your Curios when you make them. Your animated Curios can perform simple tasks at your command. They have the following statistics:

- ◇ HP: 10
- ◇ Movement: 10 feet
- ◇ AC: 8
- ◇ Str: 2
- ◇ Dex: 10

They can't attack, take actions, and if they drop to 0 hit points, the Curio is destroyed. Once on each of your turns as a bonus action, you can mentally command the Curio to perform simple tasks like fetching things, cleaning, serving food and drinks, or opening a simple door. Once you give the command the animated Curio will perform the task to the best of its ability, once it is finished it'll return to you for the next command. You can also command an animated Curio to activate itself if it has an active effect, you can either have the Curio activate immediately or give it a specific trigger. If an animated Curio moves more than 30 feet away from you it'll sit on the ground and abandon whatever command was given to it until you are within 30 feet of it.

You can also give an animated Curio the command to roam, when you do it'll behave on its own accord, curiously exploring within 10 feet of you.

TINKERER'S COMPANION

At 10th level, you've learned to make a special automata Curios made of rare materials. These Curios look and behave like a trained beast that is fiercely loyal to you or the creature it is attuned to. While they look nearly

identical to a living animal, an Intelligence (Investigation) check against your spell save DC can discern that they are golems. When you make a Curious Companion, choose a beast to model your Curious Companion after, it has the creature type of Construct instead of Beast and immunity to psychic damage. The Curious Companion also gains a number of bonus hit points equal to half your Witch level and a bonus to damage equal to your Intelligence score modifier.

It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can telepathically command the Curious Companion where to move without using an action. Additionally, You can use your action to verbally command it to take an action including to attack.

CURIOUS COMPANION

Passive

Basic: Must be modeled on a beast with a CR of 1/8 or less and requires rare materials equal to 1 gp.

Uncommon: Must be modeled on a beast with a CR of 1/4 or less and requires rare materials equal to 10 gp. Additionally, it has resistance to nonmagical bludgeoning, piercing, and slashing damage.

Empowered: Must be modeled on a beast with a CR of 1/2 or less and requires rare materials equal to 100 gp. Additionally, it has resistance to all damage.

Mythic: Must be modeled on a beast with a CR of 1 or less and requires rare materials equal to 1000 gp. Additionally, it has resistance to all damage and regenerates 1 hp at the start of each of your turns.

CONSTRUCT DISRUPTION

At 14th level, you've become an expert in golemancy in all forms and how to seize control of Constructs. Once per long rest you can use your action to attempt to dominate a creature with the type Construct that is within 30 feet. When you do, the creature must make an Intelligence saving throw against your spell save DC or become controlled by you for up to 1 minute. If you or crea-

tures that are friendly to you are fighting the creature, it has advantage on the saving throw.

On a failure, you gain a telepathic link with the creature as long as you are within 60 feet of each other. You can use this link to issue commands to the creature which it does its best to obey. Each time the creature takes damage, it makes a new Intelligence saving throw against your spell save DC. If the saving throw succeeds, the effect ends.

This ability requires concentration and the effects will end if concentration is broken.



SECRETS OF THE GROVE

Drawn to the hidden spaces within the woods, these Witches prefer the companionship of nature over that of their fellows. Witches of the Grove can rest well knowing that they are able to always call upon their close connection to the natural world to assist them.

ARCANE WONDER: NATURE'S FRIEND

At 2nd level, you can use your action to charm nearby beasts and plants that have an Intelligence of less than 8. Beasts and Plants within 30 feet must make a Charisma saving throw against your spell save DC or become charmed by you for 1 minute. You can communicate simple ideas and give 1 word commands to any Beast or Plant you charm in this way until the end of the effect. Any command that would endanger any of the charmed beasts or plants ends the charmed effect for all of the affected creatures.

TAKE ROOT

At 6th level, you can spend an action to extend roots from your feet into the ground. As you do, you regain a number of hit points equal to one fourth of your witch level at the start of each of your turns while rooted.

Additionally, your movement is reduced to 0 and you have advantage versus anything that would move you from that spot. You must spend another action to end this effect, if you use this ability for more than a minute under direct sunlight you gain enough nourishment to sustain you for 1 day.

STRENGTH THROUGH WISDOM

At 10th level, you are able to Strengthen your body through your connection with nature. Your Constitution score can not be less than your Wisdom score.

OLD WOOD

At 14th level, your connection with the woods changes your very physiology as you sprout small branches and leaves, with your skin taking on the appearance and feel of bark. You are considered a Plant as well as

any other creature types you have. In addition, you gain the following benefits:

- ◇ You can cast the spell *enlarge/reduce* with yourself as the target as an action without using a Curio or components.
- ◇ You gain resistance to nonmagical Bludgeoning and Piercing damage.
- ◇ While you remain motionless, you are indistinguishable from a normal tree or shrub of your current size.

SECRETS OF HEALING

Some witches are drawn to the healing arts in addition to the arcane. Their Otherworldly Companions are usually more angelic in appearance and whisper the secrets of the divines.

NATURAL HEALER

At 2nd level, your Otherworldly Companion teaches you the knowledge of healing. You gain the skill proficiency in Medicine.

ARCANE WONDER: RECONSTITUTION

At 2nd level, as an action, you can shout out ancient and secret words of healing. You and other creatures within 30 feet of you heal 1d4 hit points for each witch level that you have.

CURIOUS RESTORATION

At 6th level, you have learned how to imbue healing energy into your curios. You gain the following curio Manifestation.



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CURIOUS RESTORATION

Active

- **Basic:** You recover 2d10 hit points.
- **Uncommon:** You recover 6d10 hit points.
- **Empowered:** You recover 10d10 hit points.
- **Mythic:** You recover 10d10+40 hit points.

NOT YOUR TIME

At 10th level, once per long rest you can cast the spell *revivify* without using a Curio or material components but the target must have not been dead longer than 1 full round.

CONTROL OF THE HEALING HAND

At 14th level, you have mastery of the energies that heal creatures. Whenever a spell is cast within 60 feet that would solely recover hit points you can use your reaction to change the target of the spell. You can use this ability a number of times equal to your Intelligence modifier per long rest.

SECRETS OF MANY

They are the whispers on the wind, the combined force of an army of beasts, their allies live in cities and the hostile lands alike. The witches with the Secrets of Many use those who are seen as weak, as vermin, to bolster themselves and let the combined might of nature's smallest denizens roar.

WILD TONGUE

Upon taking this archetype, your Otherworldly Companion teaches you how to speak, read, and write Sylvan. Additionally, beasts can understand your speech and you can understand the general idea of what beasts are saying to you through motions and noises.

SIGHT OF THE TINY

At 2nd level, you learn to perform a ritual that lets you use Tiny beasts like mice, birds, and fish as scouts and informants. You can spend an hour performing this ritual to learn about the surrounding 1 mile area and ask a number of yes or no questions equal to

your Wisdom modifier. At the end of the ritual the creatures you sent out return with the answers to the questions you asked.

Valid questions can be about the presence of landmarks, fresh water, food, creatures from other planes or undead, if a specific person or object is close, or anything else that could be searched for and answered simply by wildlife.

If there would be no physical way for these creatures to get into a location they are unable to search there. In a city this might mean they are able to explore and answer questions regarding parks, poor districts, and safe sewers but wouldn't be able to explore a magically protected keep.

Once you use this ability you must take a long rest before using it again.

ARCANE WONDER: NATURE'S ARMY

At 6th level, with an action you can call Fourth swarms of beasts to fight for you. You summon swarms of tiny beasts that appear in unoccupied spaces that you can see within 60 feet. Choose one of the following options for what appears:

- ◇ One medium swarm of tiny beasts of Challenge rating 2 or lower
- ◇ Two medium swarms of tiny beasts of Challenge rating 1 or lower
- ◇ Four medium swarms of tiny beasts of Challenge rating 1/2 or lower
- ◇ Eight medium swarms of tiny beasts of Challenge rating 1/4 or lower

The swarms are friendly to you and your companions. Roll Initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you give. If no commands are given they hold position and defend themselves against harm. The GM has the creatures' Statistics.

IMPLORE THE WILD

At 10th level, you can call upon the wild spirits and creatures of the realm to aid you. As an action you can summon Fourth a vast number of harmless tiny beasts and ask them to aid you in a task. Once you do, roll a d20, if you roll a number equal to or

lower than your Witch level the creatures assist you to the best of their ability. The GM chooses what their assistance (or attempt there of) looks like. While asking a swarm of mice to chew through a rope bridge is well within the scope of this ability, being ferried from a high ledge by a flock of finches is not.

You can use this ability once per long rest.

HUMBLING FORM

At 14th level, your Otherworldly Companion has shared with you the secrets of transformation. As an action you can touch one creature with at least 1 hit point. You transform the creature into a Tiny beast of your choice for a number of hours up to half of your Witch level or until the new form is reduced to 0 hit points.

An unwilling creature can make a Wisdom saving throw against your spell save DC, and if it succeeds, it isn't affected by this ability.

The target's game Statistics are replaced by the Statistics of the new form but it retains its own alignment, personality, and Intelligence, Wisdom, and Charisma scores.

The target assumes the Hit Points of the new form, and when it reverts to its original form, the creature returns to the number of Hit Points it had before this ability was used. If the creature reverts as a result of dropping to 0 Hit Points, any excess damage carries over to its original form.

The target creature is limited in the actions it can perform by the physical capabilities of the new form, and it can't speak, cast spells, or take any other action that requires hands or speech unless its new form is physically able to.

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



SECRETS OF THE PHOENIX

Born of ashes and destined for the flames, these Witches see their deaths as new beginnings rather than unfortunate ends. However, Witches of the Phoenix must be wary, as the brightest flames can easily burn themselves out.

ARCANE WONDER: ECHOING FLAME

At 2nd level, you can use your action to sacrifice own life force as fuel, enveloping the area around you in flame. When you use this ability you can spend any number of hit dice. For each hit die spent in this way increase the radius of this ability by 5 feet. Roll all of the spent hit dice and each creature within the radius of this ability takes that much fire damage, including you. If a small or larger creature would die from this ability, you recover 2 hit dice and heal an amount of hit points equal to your Witch level. If the damage of this ability would drop you below 0 you can choose to either:

- ◇ Drop to 1 hit point instead.
- ◇ Start rolling death saving throws and double the amount of damage dealt to the other creatures in the radius of this ability.

FIRE IN THE VEINS

At 6th level, you gain resistance to fire damage and as a bonus action, you can destroy a Curio that you are attuned to and turn it to ash. When you do, you can immediately spend a hit die and gain a number of temporary hit points equal to twice the result rolled.

ETERNAL FIRE

At 10th level, if you were to die, each creature within 20 feet of you must make a Dexterity saving throw or take fire damage equal to your witch level or half as much on a success. If this would kill a small or larger creature you are brought back to life at 1 hit point regardless of the state of your body. Anything left of your previous body turns to ash. When this happens roll 1d6 and reduce your character's age by that amount, if this would render you character less than 0 years old you die. You retain all memory when using this ability but if this ability would reduce your age to that of a child or below talk with your GM about potential ways to magically age your character to a playable age.

Once you use this ability you must take a long rest before using it again.



PHOENIX'S SOUL

At 14th level, you take on a hybrid form and gain the ability to summon flaming wings as a bonus action. While you have your wings activated you gain the following abilities:

- ◇ You gain a flight speed of 120 feet.
- ◇ You emanate bright light out to 60 feet and dim out to 120 feet.
- ◇ Any creature that starts its turn within 20 feet of you takes fire damage equal to half your witch level.
- ◇ Anything flammable within 30 feet of you that isn't being carried ignites when you use this ability and at the end of each of your turns.
- ◇ As an action you can create a 60 foot cone of flame. Any creature caught inside the takes 5d6 fire damage on a failed save and is knocked prone, or half as much damage on a successful one.

At the end of each of your turns while you have your wings activated, you must spend any number of hit dice. Roll the spent hit dice, if the total is greater than the number of rounds your wings have been activated nothing happens. If the total is less than or equal to the number of rounds you've spent with your wings activated, this ability ends and you drop to 0 hit points and are dying.

You can use a bonus action to end this ability. Once you use this ability you must take a long rest before using it again.

SECRETS OF PROPHECY

Be it an oracle deep in the woods, a fortune teller in a caravan, or a villager just outside of town there are those who know the secrets of prophecy and can bend fate to their will. Witches who seek out these secrets see divination as a tool as useful as any sword or book.

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ORACLE'S FONT

When you take this archetype you gain the prophecies of Seasons and the Fool. Additionally you gain four additional prophecies of your choice from the list of available prophecies. As you level, you'll gain more available prophecies.

Starting at 1, assign a number to each known prophecy in ascending order. When you make a Prophecy Roll, the number shown represents the active prophecy.

Your Prophecy Roll starts as a d6, at 6th level it becomes a d8, at 10th level it becomes a d10, and at 16th level it becomes a d12.

While a creature has an active prophecy it has both the negative and positive effects from that prophecy. Additionally, the creature can choose burn a prophecy as a free action activating the burn effect from the active prophecy. Burning the prophecy ends both the negative and positive effects instantly. If the creature is still under the effect of either Fate's Glimpse, Inspired Reading, or Long Sight then make a Prophecy Roll at the start of that creature's next turn.

ARCANE WONDER: DESTINY SHIFT

At 2nd level, as a bonus action you can target a creature within 30 feet and make a Prophecy Roll. That creature gains the effects of that prophecy for the next minute or until they burn it.

FATE'S GLIMPSE

At 2nd level, you can spend 10 minutes performing a special ritual, divining future successes and struggles of either yourself or a friendly creature. Immediately make a Prophecy Roll, applying its result to the target. If the target burns that Prophecy, make an additional Prophecy Roll. The target creature is affected by this ability until either three prophecies have been burned, the creature dies, or the creature takes a short rest. When you use this ability, reduce your available Curios by one. If you have no available Curios you can choose to destroy one of your Curios.



INSPIRED READING

At 6th level, when you use Fate's Glimpse you can choose to instead perform a more advanced version of it. If you do an Inspired Reading, the targeted creature is affected by this ability until five prophecies have been burned, the creature dies, or the creature takes a long rest.

You gain two additional known prophecies.

LONG SIGHT

At 10th level, you gain an additional type of reading when you use Fate's Glimpse that lasts regardless of rests. If you use Long Sight the targeted creature is affected by this ability until seven prophecies have been burned or the creature dies.

You gain two additional known prophecies.

HAND ON THE SCALES

At 14th level, when you perform a reading targeting yourself you do not suffer the negative effects of active prophecies.

You gain two additional known prophecies.

Handwritten text in blue ink, appearing as a prophecy or magical script.

Handwritten text in red ink, appearing as a prophecy or magical script.

Handwritten text in blue ink, appearing as a prophecy or magical script.



AVAILABLE PROPHECIES

Name of prophecy	Burn Effect	Positive	Negative	d20
Fool	You can use this prophecy after you've taken an action but before you know the results. This prophecy makes it as if you never took that action.	While this prophecy is active you can add your proficiency bonus to Ability Checks made with skills you don't have proficiency with.	While this prophecy is active you have disadvantage to Ability Checks made with skills you have proficiency with.	-
Seasons	When you burn this prophecy choose either fire or cold damage. Each creature you choose within 10 feet takes damage of that type equal to your character level.	While this prophecy is active you gain resistance to fire and cold damage.	While this prophecy is active you take twice as much damage from radiant and necrotic sources.	-
Sage	When you burn this prophecy you can target a creature within 30 feet of you. When you do, you can learn either if the creature has any damage immunities, resistances, or vulnerabilities and what they are; what the creature's current hit points are, its armor class, and what saving throws it is proficient in; or if the creature has any spell like abilities or can cast any spells.	While this prophecy is active you have advantage on Ability Checks that use the skill Investigation.	While this prophecy is active you have disadvantage on Ability Checks that use the skill Athletics.	1
Soothsayer	When you burn this prophecy you immediately cast the spell <i>augury</i> with no Material or Somatic components.	While this prophecy is active you have advantage on Ability Checks that use the skill Arcana.	While this prophecy is active you take twice as much damage from sources that deal physical damage.	2
Noble	When you burn this prophecy immediately and for the next hour you appear perfectly clean, your clothing appears as if it is made of the finest materials, and pleasant smells of expensive perfumes emanate from you.	While this prophecy is active you have advantage with any Ability Check that uses Charisma with creatures who respect nobility.	While this prophecy is active you have disadvantage with any Ability Check that uses Charisma with creatures who do not respect nobility or can't understand the concept of nobility.	3

AVAILABLE PROPHECIES

Name of prophecy	Burn Effect	Positive	Negative	d20
Ruler	When you burn this prophecy you immediately cast the spell <i>command</i> at a spell level equal to 1/4th of your character level (minimum of 1st level).	While this prophecy is active you and up to 5 other creatures gain temporary hit points equal to 1d8 + your Charisma modifier after a short or long rest.	While this prophecy is active hostile creatures have advantage on attacks made against you. If a creature successfully hits you, they can not benefit from this effect for 24 hours.	4
Acolyte	When you burn this prophecy you immediately cast the spell <i>Protection from evil and good</i> with yourself as the target. You do not need to keep concentration on this spell.	While this prophecy is active you have advantage on Ability Checks that use the skill Religion.	While this prophecy is active you appear to be glowing to aberrations, celestials, elementals, fey, fiends, and undead. This glow gives off dim-light for 10 feet and while this effect is active, you can't benefit from invisibility against those creature types.	5
Lovers	When you burn this prophecy you can target any number of creatures within 15 feet. Targeted creatures must make a Charisma saving throw against a DC equal to 8 + your Charisma Modifier + your Proficiency Bonus or be charmed by you for 1 minute.	While this prophecy is active you have advantage on ability checks that use the skill Persuasion.	While this prophecy is active you have disadvantage on Ability Checks that use the skill Intimidation.	6
Chariot	When you burn this prophecy you can take an action to dash, dodge, or disengage.	While this prophecy is active your movement speed is increased by 10 feet.	While this prophecy is active, if you move less than half your movement speed in a round, creatures have advantage on attacks made against you.	7

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 25 VV 477<L0L05 V26702A007 77 >02206 2<70 7052<L05 2<72 470 2 27. 7<L7 <77 >000
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 107L72L05 2<V25<2. V6 2272 60V27L05 >77L7 6L5<27 VV6 V00
 70V2<06.

AVAILABLE PROPHECIES

Name of prophecy	Burn Effect	Positive	Negative	d20
Passion	When you burn this prophecy target a creature that you can see. You can choose to have advantage on either ability checks, savings throws, or attack rolls against the target creature for the next minute.	While this prophecy is active whenever you roll a critical, your next roll gains a bonus equal to your proficiency modifier.	While this prophecy is active whenever you roll a 1 on a d20, your next roll is at disadvantage.	8
Hermit	When you burn this prophecy you immediately cast the spell <i>sanctuary</i> upon yourself without needing verbal, material, or somatic components. Additionally, the duration of the spell changes to 1 hour.	While this prophecy is active and no other humanoid is within 30 feet of you, you have advantage on Intelligence saves and Intelligence ability checks.	While this prophecy is active and a humanoid is within 30 feet of you, you have disadvantage on Intelligence saves and Intelligence ability checks.	9
Fates	When you burn this prophecy roll a d20 and use the burn effect from that prophecy. If you roll a 10, you can choose which burn effect to use.	When this prophecy becomes active roll a d20 and use the positive effect from that prophecy. If you roll a 10, you can choose which positive effect to use.	When this prophecy becomes active roll a d20 and use the negative effect from that prophecy. If you roll a 10, you can choose which negative effect to use.	10
Oath	When you burn this prophecy for the next hour creatures speaking to you and that are within 30 feet can not say anything they know to be untrue.	While this prophecy is active creatures attacking a friendly creature within 10 feet of you have disadvantage. They roll normally against you.	While this prophecy is active you can not say anything that you know to be untrue.	11
Hanged One	When you burn this prophecy you gain true-sight to 10 feet for 1 hour.	While this prophecy is active you have advantage on ability checks that use the skill Insight.	While this prophecy is active you have disadvantage on Dexterity saving throws.	12
Phoenix	When you burn this prophecy you drop to 0 hit points and gain the benefits of a short rest.	While this prophecy is active you are immune to damage from nonmagical fire.	While this prophecy is active you can not take advantage of rests.	13

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 V6VA 9<0 77005V68 4970AV V799CAAT70VLAZ9A 490 9 9<47 0050AV064
 770V0 0V6 47 49 V4509405 7574079 9<79 770V0 7A99 VV6 9<0
 9790 VV V4509405 7 000A7 9V 70 V500 9V 5067V07A 0V49900977A
 406AZ68 9V 90V0 V2670A007 9V 90V0 9<0 0V6A1 79 7>VA0 79
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AVAILABLE PROPHECIES

Name of prophecy	Burn Effect	Positive	Negative	d20
Artisan	When you burn this prophecy you can create a copy of an item that you are familiar with that has a value less than 10 gold and weighs less than 5 pounds.	While this prophecy is active you know the Cantrip <i>mending</i> .	While this prophecy is active you can not gain hit points from magical healing.	14
Charlatan	When you burn this prophecy you immediately cast the spell <i>suggestion</i> without material components. Additionally, you do not need to keep concentration.	While this prophecy is active you have advantage on ability checks that use the skills Deception, Intimidation, or Persuasion.	While this prophecy is active beasts are hostile to you and are immune to being charmed by you. Additionally, beasts will attack you if you get within 5 feet of them.	15
Catastrophe	When you burn this prophecy all status conditions are removed.	While this prophecy is active you deal double damage to objects and structures.	While this prophecy is active you take double damage from falling.	16
Stars	When you burn this prophecy target a creature within 30 feet that is feared or charmed. That creature is no longer feared or charmed.	While this prophecy is active you have advantage against fear and charm effects.	While this prophecy is active you have disadvantage Constitution saving throws while under direct sunlight.	17
Moon	When you burn this prophecy you cast the spell <i>mirror image</i> without verbal or somatic components. Additionally, the duplicates have an AC equal to your AC.	While this prophecy is active you know when there is an illusion within 30 feet.	While this prophecy is active and you take radiant damage, you must make a Constitution saving throw against a DC equaling the damage taken or be blinded until the end of your next turn.	18
Sun	When you burn this prophecy you gain a number of hit points equal to your Constitution score.	While this prophecy is active you emit bright light out to 10 feet and dim light out an additional 20 feet.	While this prophecy is active you can not gain the benefits from darkvision from any source.	19
Judgement	When you burn this prophecy you have Advantage on your next d20 roll.	While this prophecy is active friendly creatures within 10 feet of you have advantage on any action that you have taken in the last round.	While this prophecy is active you have Disadvantage on death saving throws.	20

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 2<0 0V6AΛ•

USING ALTERNATIVE METHODS

THROWING THE BONES

To use this method, assign an object to represent the target and an object for each known prophecy. When you make a Prophecy Roll gather all the objects in your hands and throw them on the table. Whichever object is closest to the object that represents the target is the active prophecy. Alternatively, draw a circle and a spot in the center instead of assigning an object for the target. The prophecy closest to the center of the circle is the active prophecy.

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 A2272<V6ZΔ7Δ 2Z05AVΛ•

TAROT

When you make a Prophecy Roll you can use a Tarot deck instead. The following table compares the prophecies to the Major Arcanas from two different Tarot decks. As you learn prophecies add cards to a small deck and when you make a Prophecy Roll flip over the top card and it becomes the active prophecy, then, shuffle the card back into the deck. You could also use playing cards in this manner, assigning a card to each known prophecy.

Prophecy	Rider-Waite	Thoth
Fool	The Fool	The Fool
Sage	The Magician	The Magus
Soothsayer	The High Priestess	The Priestess
Noble	The Empress	The Empress
Ruler	The Emperor	The Emperor
Acolyte	The Hierophant	The Hierophant
Lovers	The Lovers	The Lovers
Chariot	The Chariot	The Chariot
Passion	Strength	Lust
Hermit	The Hermit	The Hermit
Fates	Wheel of Fortune	Fortune
Oath	Justice	Adjustment
Hanged One	The Hanged Man	The Hanged Man
Phoenix	Death	Death
Artisan	Temperance	Art
Charlatan	The Devil	The Devil
Catastrophe	The Tower	The Tower
Stars	The Star	The Star
Moon	The Moon	The Moon
Sun	The Sun	The Sun
Judgement	Judgement	The Æon
Seasons	The World	The Universe

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SECRETS OF THE SWAMP

Witches of the Swamp are those who are drawn to the dark and damp places of the world, finding kinship with hags. They make their homes in the forgotten parts of the deepest swamps and avoid those who might seek to harm them and interfere with their desire to remain undisturbed and undiscovered by the greater world to work on their magic in solitude.

AMPHIBIOUS

At 2nd level, you can breathe air and water and gain a swim speed equal to your move speed.

ARCANE WONDER: UNDETECTABLE

At 6th level, when you use this ability as an bonus action you turn invisible for up to 1 hour and leave no trace of your passage. While this effect is ongoing you have a +10 to your Stealth rolls and can only be tracked by magical means. If you take the attack action or cast a spell you must make a Constitution

saving throw against a DC of 15 or else the ability ends.

MOSQUITO CLOUD

At 10th level, as an action you can turn into a swarm of Mosquitos for up to 10 minutes. While in this form the following applies to you:

- ◇ Your only movement is 20 feet of flying.
- ◇ You can enter and occupy the space of another creature.
- ◇ You have immunity to nonmagical slashing and piercing damage
- ◇ You have advantage on Strength, Dexterity, and Constitution saves.



- ◇ You can pass through small openings, though liquids are treated as a solid barrier.
- ◇ You can't talk, use spells, or interact with objects.
- ◇ Your objects also can't be interacted with.

If you are occupying another creature's space while in this form, you can use your action to attempt to drain their vitality and they must make a Constitution save against your spell save DC. On a failure they take 4d8 necrotic damage and you heal half that amount of hit points.

You can use your action to end this ability early. If you would drop to 0 hit points in this form, you transform back into your original form and are dying. Once you use this ability you must take a long rest before using it again.

HAG'S EYE

At 14th level, your affinity with the swamp and the hags that live there have granted you some of their power. You gain truesight out to 15 feet and once per long rest can cast the spell *eyebite* without using a curio or spell components.

SECRETS OF THE TOMB

For many, the path to Lichdom has been hidden away in rotting pages deep inside cursed tombs. For Witches of the Tomb, they hear the whisperings of ancient rites and rituals that promise the powers of the Lich free from the usual costs. To most, this path is thought disgusting and monstrous, but to these witches, it is the bells of freedom from the mortal coil while retaining their eternal soul.

GRAVE FAMILIAR

At 2nd level, you learn the *find familiar* spell as a ritual and can cast it once per long rest without material components. If you use this ability, your familiar has the creature type undead and if it would drop to 0 hit points for any reason it instead can make a Constitution saving throw against a DC of 10 or half the damage taken, whichever is higher. On a success, it remains at 1 hit point. On a failure,

it drops to 0 hit points.

HELPING HAND

At 2nd level, you can make a special curio out of an arm of a medium humanoid and attach it to yourself. You are the only one who can use this Curio.

HELPING HAND CURIO

Passive

Basic: The arm is still clumsy but it allows you to have an additional item interaction per round.

Uncommon: In addition to the effects of the basic tier, the arm is more agile and you can use it to hold an additional weapon or item that you can use as if you were holding it in one of your natural arms.

Empowered: In addition to the effects of the previous tiers, you can make a melee attack as a bonus action with this arm. The arm counts as a finesse weapon that you are proficient with. On a hit, you deal 1d4 bludgeoning damage + an amount of necrotic damage equal to half your witch level.

Mythic: In addition to the effects of the previous tiers, when you hit a creature with this arm, the target must succeed on a Constitution saving throw against your spell save DC or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ARCANE WONDER: CHARMING CORPSE

At 6th level, your magic crackles with latent necromantic energy and when you use this ability as a bonus action for the next minute undead have disadvantage against saving throws from spells that you cast.

Additionally, any undead creature that fails a saving throw from one of your spells must make a Charisma saving throw. On a failure, it is now charmed by you and will follow your verbal instructions to the best of its ability until the minute is over. At the end of each of its turns it can make an additional Charisma Saving throw, ending the charmed effect on a success.

If a creature is immune to the charmed effect but is undead they can still be affected by this ability. Intelligent undead are harder to sway under your dominion, if the target has an Intelligence of 8 or higher, it has advantage on the Charisma saving throw.

SECRETS OF UNLIFE

At 10th level, you are now considered undead as well as any other creature types that you have. You no longer need to breathe, eat, or drink. When you take a long rest you no longer have to sleep/meditate and instead stay motionless for 4 hours. While in this state you are still fully aware.

Furthermore, you no longer age and can not be magically aged.

LICH'S PATH

At 14th level, you've learned to make a special Curio that mimics some of the functions of a Phylactery.

CURIOUS PHYLACTERY

Passive

Basic: When you take damage, you can use your reaction to destroy this Curio to protect you. If the damage taken is greater than your witch level, subtract your witch level from the damage dealt. If the damage is less than your witch level, you take no damage.

Uncommon: In addition to the effects of the basic tier, while you have this Curio on your person you are resistant to Necrotic damage.

Empowered: In addition to the effects of the previous tiers, when you kill a humanoid and are carrying this Curio you can use your reaction to store their soul inside your Curio, charging it.

Additionally, while your Curio is charged you gain 1d10 temporary hit points at the end of every long rest.

Mythic: In addition to the effects of the previous tiers, if you are killed and the Curio is charged and on the same plane as you, you regenerate a new body that is identical to your original body in 2d6 days, regaining 1 Hit Point. The new body appears within 5 feet of the Curio turning the Curio to dust.

SECRETS OF THE WRAITH

Witches of the Wraith are those who have succumbed to the whisperings and promises of power that wait for them beyond the Otherworldly Veil. The dark whispers have taught them many things of combat and the creation of weapons of terror. Over time, these witches become more and more like the dark beings of legend.

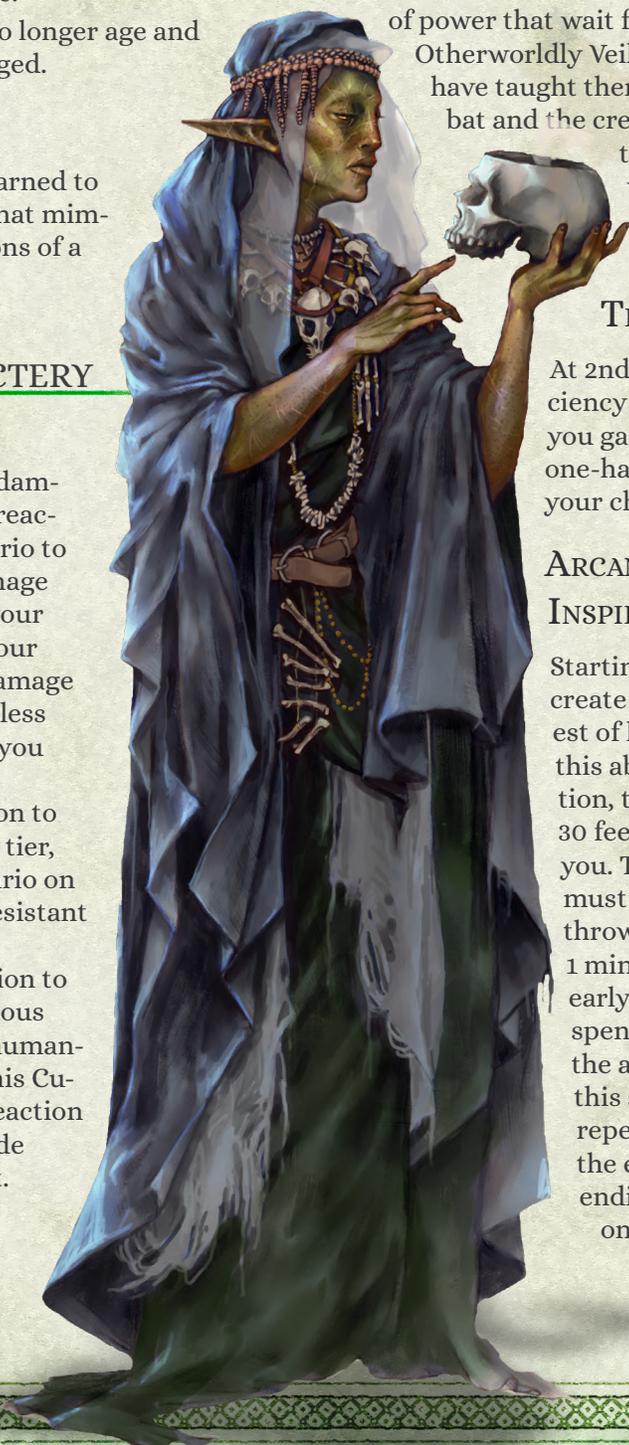
TRAINED FOR WAR

At 2nd level, you gain proficiency with light armor, and you gain proficiency with a one-handed melee weapon of your choice.

ARCANE WONDER:

INSPIRE DREAD

Starting at 2nd level, you can create dread in even the bravest of hearts. When you use this ability with a bonus action, target a creature within 30 feet that can see and hear you. The target creature must make a Wisdom saving throw or be paralyzed for 1 minute. The effect ends early if another creature spends an action shaking the affected creature out of this state. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



TAINTED BLADE

At 6th level, you can make a special curio out of a dagger that is infused with dark magic. When you deal damage to a living creature with this weapon, the effect is released and the dagger turns to dust.

TAINTED BLADE CURIO

Passive

Basic: The targeted creature must make a Constitution saving throw, on a failure they take 2d6 necrotic damage. On a success, they take half.

Uncommon: The targeted creature must make a Constitution saving throw, on a failure they take 6d6 necrotic damage. On a success, they take half.

Empowered: The targeted creature must make a Constitution saving throw, on a failure they take 10d6 necrotic damage. On a success, they take half.

Mythic: The targeted creature must make a Constitution saving throw, on a failure they take 10d6 necrotic damage. On a success, they take half as much damage. Additionally, the target takes 1 point of necrotic damage at the start of their turn until the effect is removed. The effect can only be removed with a *greater restoration* or *wish*. If a humanoid target would be reduced to 0 from this effect, the target dies outright, turning into a wraith. You do not control this wraith and it is hostile to all other creatures.

BY BOOK AND SWORD

At 10th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

WRAITH'S WAIL

At 14th level, as an action, you may emit a scream that pierces the very soul of those within earshot. Each creature within 120 feet of you and that can hear you must succeed on a Wisdom saving throw against your spell save DC or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Wraith's Wail for the next 24 hours. Once you use this ability, you must take either a short or long rest before using it again.



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SACRED SECRETS OVERVIEW

Secrets Name	2nd-level	6th-level	10th-level	14th-level
Secrets of Domination	AW: Commanding Utterance	Charming Gifts	One to Rule Them	Bound Minds
Secrets of Dreams	AW: Bewitching Slumber	Dream Eater	Sleep Like the Dead	Realm Walker
Secrets of Frost	AW: Flash Freeze	Glacial Skin	Crystalline Construction	Winter's Soul
Secrets of the Feast	Naturally Skilled, Curiously Consumable	Charming Cook	AW: Obsessive Consumption	From the River's Mouth
Secrets of the Forge	Natural Smiths, AW: Imbued Metallurgy	Weld	Empowered Metallurgy	Form of the Forge
Secrets of Goleman- cy	AW: Spontaneous Animation	Curious Helpers	Tinkerer's Companion	Construct Disruption
Secrets of the Grove	AW: Nature's Friend	Take Root	Strength through Wisdom	Old Wood
Secrets of Healing	Natural Healer, AW: Reconstitution	Curious Restoration	Not Your Time	Control of the Healing Hand
Secrets of Many	Wild Tongue, Sight of the Tiny	AW: Nature's Army	Implore the Wild	Humbling Form
Secrets of the Phoenix	AW: Echoing Flame	Fire in the Veins	Eternal Fire	Phoenix's Soul
Secrets of Prophecy	Oracle's Font, AW: Destiny Shift, Fate's Glimpse	Inspired Reading	Long Sight	Hand on the Scales
Secrets of the Swamp	Amphibious	AW: Undetectable	Mosquito Cloud	Hag's Eye
Secrets of the Tomb	Grave Familiar, Helping Hand	AW: Charming Corpse	Secrets of Unlife	Lich's Path
Secrets of the Wraith	Trained for War, AW: Inspire Dread	Tainted Blade	By Book and Sword	Wraith's Wail

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his chapter contains a number of new character options for Witches and other classes. All of the archetypes and backgrounds presented here are built to explore morally ambiguous adventurers. When designing a character using these options, feel free to play with your character's alignment and consider what events could have sent your character down their strange and often dark path.

FURTHER ARCHETYPES

Regardless of the class there is always a chance that your perception of yourself isn't the perception the rest of the world has of you and not every hero is seen as a hero by the common folk.

CIRCLE OF THE VERMIFORM

Druid Circle

Druids who feel the call of the Circle of Vermiform are often shunned by society and even many other druids. New initiates' minds usually fracture during the training and they are unable to keep their sense of self among the thousands of minds that they become. These failed druids infest the ground in which they fall, consuming anything around them. Those that are able to maintain their identity through the trials are able to split their bodies and mind at will. Druids of this circle are often found to use plural pronouns after enough time, as they see themselves as a unified multitude instead of as an individual.

SHAPE OF MANY

At 2nd level, when you use your Wild Shape feature, you can transform into a swarm of worm-like parasites, rather than transforming into a beast. When you do, your movement speed becomes 5 feet and you gain a burrow speed of 10 feet. You can enter and occupy the space of another creature. You have resistance to nonmagical damage, and have advantage on Strength, Dexterity, and Constitution Saving Throws.

Additionally, you can pass through small holes, narrow openings, and even mere cracks, though you treat liquids as though they were solid surfaces.

If you would be reduced to 0 hit points you can use your reaction to transform into a swarm and instead drop to 1 hit point instead of falling unconscious. Once you use this ability you must take a long rest before using it again.

Unlike standard Wild Shape your hit points remain the same between forms.

INFESTATION

At 6th level, you've learned to exist as multiple entities. You can detach part of yourself and reabsorb it later on. This portion of yourself has all the senses that you possess and when it is reabsorbed you learn everything that it saw or heard. These detached parts look like giant worms that are a foot in length. Once placed they do not move on their own accord. You can place a detached part into soft material like soil or a corpse.

When you use Infestation reduce your maximum hit point total by 1d4 hit points. This reduction lasts until you reabsorb the part you left behind. You can have a number of these detached parts equal to your Wisdom modifier. Additionally, if you are within a mile of the detached part it functions as the *alarm* spell if disturbed by another creature. If you have multiple detached parts within a mile you can distinguish between them.

If a creature is incapacitated, you can place a detached part inside their body. This part burrows into the creature causing 1 hit point of damage. While the detached part is inside the creature and you are within 30 feet you can cast *detect thoughts* as an action, requiring no material components and expending no spell slot.

If you cannot retrieve your detached parts, you can restore your lost hit points by performing a purifying ritual where you collect more Vermiform to add to your body. This takes 4 hours to complete. After the ritual, your hit point maximum is restored to full and all detached parts die.

If you were to drop to 0 hit points because of the damage you took from using the Infestation feature, you die.

EYES OF ALL

At 10th level, you have grown extremely comfortable looking out from all the different eyes and sensors of your being. You gain the following abilities:

- ◇ You see in all directions, and you have advantage on Wisdom (Perception) checks that rely on sight.
- ◇ You have advantage on Dexterity saving throws against effects that you can see, such as traps or spells. If you are sur-

prised at the beginning of combat and aren't incapacitated, you can act normally on your first turn.

FRACTURED SELF

At 14th level, you are constantly in a state of flux as your form is more swarm than solid. Because of this you can't be blinded, deafened, frightened, or poisoned. Additionally, you gain resistance to nonmagical bludgeoning, piercing, and slashing damage. Once per short rest, you can cast *alter self* without using a spell slot by commanding your form to shift into a new appearance.

OCCULTIST

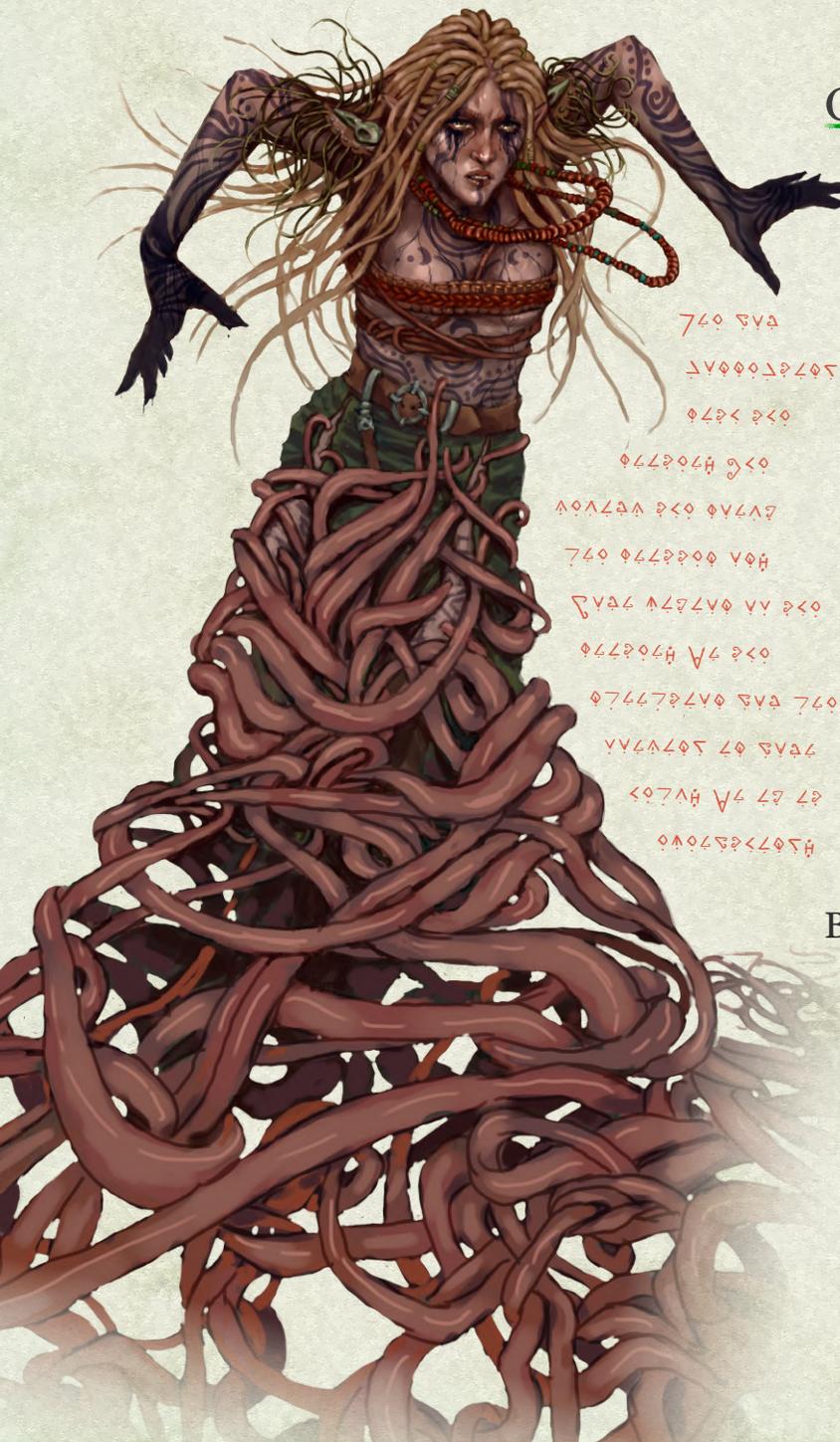
Fighter Archetype

The lure of power through magic has seen many pursue hidden knowledge in an attempt to gain the upper hand. There are some martial warriors who dabble in magic to follow in the footsteps of Wizards and seek to use these powers to sling spells or augment themselves mid-fight. The Occultist seeks a deeper meaning to the threads binding all of creation. They sacrifice immediate reward for a fuller understanding of magic, and they know that with patience comes unbridled power.

Occultists seek esoteric knowledge above all else, learning all that they can to continue to expand and improve their abilities utilizing circles of power and complex rituals. They know that the most potent gnosis is held by outsiders and thus practice endlessly to master the skills necessary to trap and interrogate beings of power.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in two of the following skills of your choice: Arcana, History, Investigation, or Religion. You may instead gain a language of your choice in place of one skill choice.



OCCULTIST'S GRIMOIRE

At 3rd level, you've acquired the knowledge to create a Grimoire that you can inscribe magical rituals into. Choose two 1st-level spells from any class's spell list (the two needn't be from the same list). The spells appear in the book and with your Grimoire, you can cast the chosen spells as rituals. You can't cast the spells except as a ritual unless you've learned them by some other means. On your adventures, you can add other spells to your Grimoire. When you find a spell, you can add it to the book if the spell's level is equal to or less than half your fighter level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it. Any spell can be added to your Grimoire but any spell cast is done as a ritual. Spells do not need the ritual tag to be added to your Grimoire.

When you cast a spell from your Grimoire, the spell requires all of the material components listed plus an additional 10 gp worth of rare incense and magical chalk per spell level. Additionally, if the spell has a ritual tag, cast the spell using normal ritual casting rules. If the spell does not have a ritual tag, the spell takes 1 hour to cast per spell level, additionally, for each spell level above 1st-level you need an additional creature helping you with the ritual. A creature must have an Intelligence of at least 8 and be friendly to assist in casting the spell, while assisting, the creature can take no other actions.

Intelligence is your spellcasting ability for your spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

In addition, you use your Intelligence modifier and proficiency bonus for the spell save DC of a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier.

Spell Attack Modifier = your proficiency bonus + your Intelligence modifier.

PRACTICED SIGILMANCY

At 7th level, the spell *magic circle* is added to your Grimoire. Additionally, when cast as a ritual the spell doesn't require material components and lasts a number of hours equal to your Intelligence modifier with a minimum of 1 hour.

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RUNES OF POWER

At level 10, you've practiced your rituals to the point of perfection. Choose two 1st-level spells from your Grimoire. You can cast these spells at their normal casting time. Once you cast that spell you must take a short rest before casting it again. Alternatively, you can choose a single spell of first level to cast twice per short rest. Each time you take a long rest you can select different spells to use with this ability.

FORTIFIED SOUL

At 15th level, as long as you are not incapacitated, you are considered under the effect of the spell *protection from evil and good*.

MASTER RITUALIST

At 18th level, you can reduce the number of hours and number of people required to cast an improved ritual by your Intelligence modifier (minimum of 1). This can't be used to reduce the minimum number of people below 0 as you yourself must partake in the improved ritual. Additionally, if this would reduce the casting time below 1 hour, the improved ritual takes 10 minutes instead.

FORSAKER

Paladin Oath

Those who take the Oath of the Forsaker embrace the truth of magic's corrupting power. While a Paladin of this Oath might temporarily align themselves with a mage, they by no means condone the wanton use of magic. These Paladins hold themselves as bulwarks against the endless tide of magic in the world, while most succumb to the siren's call of magic, these Paladins stand firm against it.

Often, a Paladin of this oath has witnessed brutal atrocities perpetrated through magic, usually against themselves or someone they hold dear. They do not note a difference between the divine or the arcane, both reduce even the noblest of individuals to slaves to strange forces. While these Paladins do have access to their own magic, it is in the pursuit of their ultimate goal, the end of magic in the

world. Many have a specific artifact that they quest to attain and destroy, others just seek to remove even the most mundane enchantments.

TENETS OF THE FORSAKER

KNOW THAT MAGIC IS POWER

Magic is power and power is needed to do good in the world. This power should be used only when there are no other options and the stakes are high.

UNDERSTAND THAT POWER CORRUPTS

By using this power or allowing those near you to abuse this power you are taking in the corruption that the world takes in. Make sure that you remove more corruption than you use.

REALIZE CORRUPTION SPREADS

While at the moment it might seem that using magic is the only solution, know that those who see you might be drawn by your power. Use your power in secret when you can.

REMOVE THE ROOT

Above all else, remove the corruption of magic from the world. Even artifacts that are deemed holy by some orders are fountains of corruption waiting to happen if they land in the wrong hands. If you can't destroy the evil, seal it away.

OATH SPELLS

Paladin Level	Spells
3rd	<i>detect magic, shield</i>
5th	<i>hold person, silence</i>
9th	<i>dispel magic, counter spell</i>
13th	<i>banishment, freedom of movement</i>
17th	<i>dominate person, teleportation circle</i>

When you destroy a magical item in this way the item turns to dust in your hands. At level 20 you can use this ability on Artifact magical items, when you do, you gain the same effects as a destroying a Legendary Item, but the bonuses last for 48 hours regardless of rests.

AURA OF THE FORSAKER

Starting at 15th level, you constantly emanate an aura of resistance while you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover. In this aura, friendly creatures have advantage on all saving throws against magical effects. This includes friendly spells. If a creature tries to cast a beneficial spell on a willing creature, roll 1d20. On an 11 or higher the spell works normally, otherwise the spell has no effect and the spell slot is consumed.

MAGE'S TRIBUNAL

At level 20, you gain the ability to reverse magical fields upon a target. As an action, you can have a creature within 60 feet make a Constitution saving throw. On a failed save, the creature has an *antimagic field* centered on them. If they move, the field moves with them. Otherwise the effect functions as the spell.

You must maintain concentration to maintain the ability's effect as well as to use your action each round to maintain the effect. The effect ends if you lose concentration, become incapacitated, use your action for anything other than maintaining the effect, or take a short or long rest. Once you use this ability you must take a rest before using it again.

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SILENCER

Rogue Archetype

There are individuals who have spent their lives learning to hunt down spellcasters and training to redirect their abilities so as to turn their spells against them. These are the Silencers, a loose group of mage hunters who see spellcasters as the largest threat to reality.

LETHAL INTERRUPTION

Starting at 3rd level, your knowledge of spellcasters has allowed you to interfere with their casting. If a creature within 5 feet of you casts a spell with material or somatic components, you can choose to use your reaction to make an immediate attack against them. If this attack hits, the caster must make a Constitution saving throw or their spell has no effect. The DC for this is 10, or half the damage dealt by the attack, whichever is greater. You can use this ability a number of times equal to your Intelligence modifier per long rest.

LEY LINE BLOCKER

At 9th level, you gain the supernatural ability to disrupt a spellcaster's ability to manifest magic. When you hit with a weapon attack, you can use your bonus action to mark the target for 1 minute. If the marked creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. You can use this ability once per rest.

SPELL SIPHON

At 13th level, you've gained the ability to steal the magical energy from a spell as it is forming. You may attempt to interrupt a creature that you can see casting a spell. Make an Intelligence ability check against a DC equal to 8 + twice the spell's level. On a success, the spell is interrupted and you gain temporary hit points equal to the spell's level. You can use this ability a number

of times equal to your Intelligence modifier per long rest.

SPELL REDIRECT

At 17th level, you've mastered the ability to redirect the energies of spells. When a spell is cast that targets you, can use your reaction to redirect the spell to another. If you redirect the spell, you can choose a new target as if you had cast the original spell. The original spell has no effect on you unless it deals damage. If the spell would have caused damage, you take the damage before redirecting the spell. If the damage would be enough to reduce you to 0 hit points, you are unable to redirect the spell. You can use this ability once per rest.

the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A creature killed through this ability is instantly slain and cannot be brought back to life until 24 hours have passed.

After a long rest, your Blood Points are reduced back to 0.

SANGUINE CASTING

At 2nd level, your ability to use life itself as a power source has granted you mastery over your spellcasting. You may spend any number of Blood Points to augment your spells. When you do so, you can use as many or as few Sanguine Casting options as you want to alter a spell, if you have the Blood Points to do so.

HEMATOMANCER

Wizard Tradition

For some, merely drawing on ambient arcane energies isn't enough. Instead, a few seek to draw power from the very essence of life so as to utilize this untapped well of power. In many lands, this practice of Hematomancy is outlawed. Many would claim rightfully so, as in the wrong hands it could bring untold devastation.

ESSENCE EXTRACTION

At 2nd level, you are able to draw power from the lifeforce of living beings. As a bonus action, you can draw power from either yourself or a willing creature. You can attempt to generate a number of Blood Points up to your Intelligence modifier (Minimum of 1) per use of this ability. If you use this ability on yourself, you take 1d6 Necrotic damage per Blood Point created. A willing creature other than yourself takes 1d10 Necrotic damage per Blood Point created. If a creature is resistant or immune to necrotic damage, you cannot target them with this ability.

Additionally, the target's maximum hit points are reduced by an amount equal to the damage taken. This reduction lasts until

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ENERGY IMBUEMENT

When you cast any spell other than a cantrip, you can choose to spend a number of Blood Points equal to the 1 + spell's level. When you do, the spell is considered to be cast as one spell slot higher than you originally cast the spell at.

INTELLIGENT CASTING

When you cast a spell other than a cantrip and the spell deals damage, you can choose to spend 1 Blood Point. When you do, you can add your Intelligence modifier to the damage roll.

MAXIMIZE SPELL

When you cast a spell other than a cantrip and the spell deals damage, you can choose to spend 3 Blood Points per spell level. When you do, the spell deals maximum damage instead of rolling for the damage dealt.

REACH

When you cast a spell other than a cantrip that normally has a range of touch, you can choose to spend 1 Blood Point per spell level. When you do, the spell's range becomes 30 feet.

VAMPIRIC SPELL

When you cast a spell other than a cantrip and the spell deals damage, you can choose to spend 2 Blood Points per spell level. When you do, you gain temporary hit points equal to half the damage dealt.



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BLOOD PUPPETRY

At 6th level, you've gained the ability to control the blood of a creature while it still flows in their veins. As an action, you can use this ability to attempt to take partial control over creatures within range. Before rolling, decide how many Blood Points you are going to spend, roll 1d8 per Blood Point spent. The total is how many hit points of creatures this ability can affect. Creatures within 20 feet of a point you can see are affected in order of their current hit points.

Starting with the creature that has the lowest current hit points, each creature affected by this ability is under your control. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. All affected creatures are restrained. You can use your action to take total control of one of the targets. Until the end of your next turn, the creature takes only the actions you decide and does nothing you don't allow it to. You can also have the creatures use a reaction, but this takes your reaction as well. Any action you force a creature to do that requires a roll is at disadvantage.

At the start of a creature's turn, it can make a Wisdom saving throw, on a success the ability ends. On a failure, they are still affected by Blood Puppetry. If the target takes damage, it makes another Wisdom saving throw. On a success, the ability ends for that creature.

Undead and creatures immune to being charmed aren't affected by this ability.

BORROWED LIFE

At 10th level, you can spend Blood Points to reduce incoming damage. If you would normally take damage, you can use your reaction and spend any number of Blood Points to reduce the damage taken by 1d10 per Blood Point spent in this manner. Additionally, you deal necrotic damage equal to half your wizard level rounded down to the attacking creature.

IMPROVED BLOOD PUPPETRY

At 14th level, your Blood Puppetry improves to 1d12 per Blood Point spent and a controlled creature no longer has disadvantage on the roll to perform forced actions.

BACKGROUNDS

Not every background is a mundane profession, some are a way of life. These backgrounds open up chances to tell stories and develop characters frequently left out of standard play.

THE HUNTED

Usually, it is the widened pupils and heavy breath that give someone away if they are on the run, but for you, it isn't a temporary condition. You've been running for longer than you can remember. There could be many reasons why you are forced to move from town to town, never stopping long enough to share your name, but regardless of the cause you have more than one reason to think twice before trusting a seemingly kind smile. Talk with your GM to figure out what you are on the run from. Maybe you're a magic user in a land that vilifies it, an innocent who is accused of grievous crimes, or perhaps you just were born to the wrong family.

- ◇ **Skill proficiencies:** Athletics, Deception
- ◇ **Tool proficiencies:** One type of gaming set, forgery kit
- ◇ **Languages:** One of your choice
- ◇ **Equipment:** A small knife or hatchet, a gaming set of your choice, a token to remember your past by, a set of common clothes, and a belt pouch containing 15 gp.

FEATURE: TRUST YOUR GUT

Because of your status as a fugitive, you haven't had much time for a formal education. What you have had though, is more worldly experience than most before you've even cleared out your first rat-infested basement. Any time you would make an Intelligence ability check you can choose to make a Wisdom ability check instead. When you do, you cannot also add your proficiency bonus.

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VARIANT HUNTED: THE DEAL

A powerful and malicious outsider is somehow involved with you being forced on the run. Their purpose for doing this is to put you in a position where you have to give in to their desires to save yourself or those you hold dear. You have the ability to agree to the being's terms and gain the effects of the Cleric's class ability Divine Intervention as if you had successfully rolled for it, but only once. In return, you agree to whatever the being's terms are. You should discuss with the GM with what these terms are, the GM can also have terms that are unknown to your character, regardless, the cost of agreeing should be severe.

SUGGESTED CHARACTERISTICS

Those who are hunted and on the run have their lives shaped by the experience and often find they look out for themselves first and foremost. Others are molded by the experience and spend their lives trying to help others so that none will know the life that they've had. Most land somewhere in the middle.

PERSONALITY TRAITS

- | d8 | Trait |
|----|---|
| 1 | I'm tired of running, I'd rather fight than spend another lifetime on the road. |
| 2 | There must be a mistake or reason, for why people think poorly of me, I just need to explain it to them and they'll see my side. |
| 3 | I've been turned on time and time again but I won't close people off, if I do that I'm no better than those hunting me. |
| 4 | The only way that I will see an end to this hunt is by killing those who hunt me. |
| 5 | If I just keep changing my name and what I look like, they'll be thrown off my trail eventually. |
| 6 | I would do anything to protect those who choose to protect me. |
| 7 | I can't let someone get hurt because of me. If it comes down to it, I'd even turn myself in. |
| 8 | The gods owe me for this life they've saddled me with. I'll take it out on their hides even if it takes a lifetime to figure out how. |

IDEALS

- | d6 | Ideal |
|----|--|
| 1 | Survival. I will do anything and everything to live another day. (Neutral) |
| 2 | Prosperity. Living isn't enough, what is life if I can't prosper? (Chaotic) |
| 3 | Trust. There is nothing more important than trust. If you can't trust who you're traveling with, you should leave as soon as you are able. (Good) |
| 4 | Loyalty. The thing about being betrayed so often is that it makes those who are loyal stand out so much more. I'd do anything to protect those who have been loyal to me. (Lawful) |
| 5 | Hate. I will have vengeance against those who put me to the road, and unlike them I won't fail to track down my prey. (Evil) |
| 6 | Acceptance. Sometimes you draw the wrong card and fate puts you down a path you'd never ask for, but this is your place and it might be best to make the most of it while you can. (Neutral) |



BONDS

d6 Bond

- 1 I have someone who depends on me staying alive.
- 2 I barely escaped the hunters with my life, I couldn't have done it without the help of my loved one, who was taken in my place so I could get away. I'll free them, to this I swear.
- 3 It is important to surround yourself with trusting folk. Usually those are the best people to take the fall in case the hunters ever get too close.
- 4 I can't help but admire my hunter. In fact, I'm starting to think this whole ordeal has been a test of my devotion.
- 5 I cheer for my fellow underdogs, no matter the odds.
- 6 My faith keeps me running. I know this is a trial of faith and I shall overcome it.

FLAWS

d6 Flaw

- 1 You have a hard time finding a chance to bathe when you are running for your life.
- 2 I've spent too long looking over my shoulder. I don't know if I even can relax anymore.
- 3 I tend to copy my companions' appearance and mannerisms, often poorly, in an effort to appear more likeable to them.
- 4 If you ever share something bad that has happened to you, I'll tell you how I've had something even worse happen to me.
- 5 My unending optimism will make you wish that I'd be caught by my hunters.
- 6 Often times I'll forgo telling my companions if something bad is on the way, close calls are so much more fun.

VILLAGE ELDER

OVERVIEW

For years you looked over your village, protecting it and managing the goings-on. When the lord's messengers came, you were the one to talk to them and when harvest yields were low, it was up to you to provide for your people. Through some circumstance or another, you are now on the road. Maybe bandits attacked, leaving only you alive, or possibly there was a plot to see you removed so someone more pliable could be installed as Elder. You should talk with your GM to figure out the specifics of the town you were a part of for so many years and why you left.

- ◇ **Skill proficiencies:** Insight, Persuasion
- ◇ **Languages:** Two of your choice
- ◇ **Equipment:** A quarterstaff, a Signet Ring, a book detailing the history of your village, a set of common clothes, and a belt pouch containing 20 gp.

FEATURE: LEADER OF THE COMMON FOLK

While not necessarily the most charismatic of people, those who get to know you develop a natural respect and faith in your ability to lead. At the end of each long rest you can spend 10 minutes going over the plan of action for the day. If you do, you can choose up to 8 creature's to give temporary hit points equal to your Wisdom modifier.

VARIANT: ASTUTE SUPPLY MANAGEMENT

What set you apart in your village was not your ability to lead, but rather, a supernatural gift for stretching supplies far further than any other could. As long as you spend 1 minute rationing, you can turn 1 ration into enough food to sustain a number of creatures equal to your Intelligence or Wisdom modifier, whichever is higher.

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SUGGESTED CHARACTERISTICS

As a Village Elder you've already spent years of your life living a quiet life and managing the day-to-day ongoings of a small amount of people away from the politics and intrigue of court. Did you lead with an open hand or an iron fist? What happened that caused you to take to the road? How did you come around to gaining your skills?

PERSONALITY TRAITS

- | d8 | Trait |
|----|---|
| 1 | I won't speak about what happened on the day my village was attacked. It's still too painful a memory. I don't know why I was the sole survivor, and the question haunts me. |
| 2 | I never trusted that child. There was always a glint of madness in their eyes and when they turned the town on me I was surprised it had taken so long. Next time, I'm taking measures to ensure the wicked can't tempt the good. |
| 3 | Whenever I come to a new town I always make sure to introduce myself to its leader as soon as possible. |
| 4 | I spent my better years leading people. Now, I'd rather someone else take the responsibility for once. |
| 5 | The rich folk of these lands don't even know how good they have it. Maybe someone should teach them the taste of mud. |
| 6 | It frustrates me to no end if I'm not the one calling the shots. |
| 7 | I've spent too many years explaining simple things to simple people. Asking me to explain my reasoning is the quickest way to draw my temper. |
| 8 | Time has not been kind to my memory. Oftentimes I'll have to run through a list of names before remembering even those close to me. |

IDEALS

- | d6 | Ideal |
|----|--|
| 1 | Care. I could never refuse someone who asked for my help. (Good) |
| 2 | Impulsive. My life has been spent counting beans and managing each small detail of everything, I deserve a bit of impulsiveness. (Chaotic) |
| 3 | Strict. Laws are meant to be followed, they are the foundation of any proper society! (Lawful) |
| 4 | Fair. There is always another side to any story and we should hear it out before making judgment. (Neutral) |
| 5 | Greed. There should be rewards for positions of authority and leadership, both in coin and exceptions of the law. (Evil) |
| 6 | Situational. Different lands have different customs, who are we to judge what they do on their own lands? (Any) |

BONDS

- | d6 | Bond |
|----|--|
| 1 | I must return to my village once I complete my quest. They are depending on me. |
| 2 | Hunting down the bandits who torched my home, family, and friends is what makes it worthwhile to wake up each day. |
| 3 | My family is back in my village. I swore that I'd return and I intend to keep that promise. |
| 4 | If people choose me as their leader, I'll go to the ends of the world to see that I do the job right. |
| 5 | I have a keepsake of my past. Holding it tightly is often the only thing that keeps me moving. |
| 6 | It is the poor folk of the land who need the most protection. Even though I'm not the leader of my own village, I'll still look after those who are all too often put under the heel of royalty. |

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FLAWS

- | | |
|----|---|
| d6 | Flaw |
| 1 | It's my way or the highway, listen to your betters. |
| 2 | I don't look kindly on those who are younger than me. Regardless of what they've done, they just lack the years of experience for me to care. |
| 3 | There is always time to take a rest. I'm not as young as I used to be. |
| 4 | Anything new is just a fad. Soon we'll be going back to the old ways. |
| 5 | I can't help making condescending remarks about anything I don't understand. |
| 6 | I refuse to try any food or practice that I didn't have back in my home village. |

WITCH HUNTER

OVERVIEW

You spent many years of your life in a Witch Hunter organization learning the trade of finding rogue magic users and dispatching them. Some Witch Hunters join an organization after they see the deadly power of the arcane firsthand, but others are adopted in droves from orphanages and raised by the organizations from a young age. To be a Witch Hunter is not a safe vocation, but it pays better than most professions.

- ◇ **Skill proficiencies:** Arcana, Investigation
- ◇ **Tool Proficiencies:** Herbalism Kit
- ◇ **Languages:** One of your choice
- ◇ **Equipment:** A set of pins, a gaming set of your choice, a pair of manacles, a set of traveler's clothes, a holy symbol, and a belt pouch containing 25 gp.

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FEATURE: WITCH HUNTER'S RIGHT

Whether it's fear or respect, the common folk always provide you with the information and basic resources you need. Additionally, with a bit of intimidation or coin, they'll be more than happy to verify your testimony, whether true or not.

VARIANT: TRAITOR TO THE CRAFT

While you were trained as a Witchhunter for years, you've used that knowledge to further learn how to conceal your own magical nature. If you have a spellbook, you can create a special code that disguises your spellbook's contents as that of a mundane book. This cypher can be whatever you wish it to be, whether that be a cookbook or a field guide to mushrooms, or any similar work. Those who try to see past the cipher must make an Investigation check against a DC equaling 15 + your spellcasting ability score modifier.

SUGGESTED CHARACTERISTICS

Witch Hunters are trained for a very specific task for many years, and that training doesn't leave much room for kindness. This rough upbringing changes a Witch Hunter's personality and instills a sense of responsibility to the organization and its purpose.

PERSONALITY TRAITS

- | | |
|----|--|
| d8 | Trait |
| 1 | I saw a mage turn my companion to ash with a few words and the flick of a wand. Any magic cast in my presence intuitively makes my hand reach for my sword. |
| 2 | Regardless of the hard training and long hours, my organization was never able to beat the joy from me. At this point, I don't think anything can dampen my spirits. |
| 3 | Magic users aren't the problem, it's magic itself. I won't rest until magic is gone from this world. |
| 4 | I can abide most magic in this world if used for the right reason, it is only the evil ones that deserve my wrath. |

d8 Trait

- 5 If anyone attempts to stand between me and my mission, I'll condemn them to the stake as well.
- 6 I'm not as young as I used to be and a head on fight would probably be my last. Because of this, I like to outthink my foes and get the drop on them.
- 7 I only stay part of the organization to get my hands on the magical knowledge they've confiscated over the years. Once I do I'll burn the organization down.
- 8 Rehabilitation is the answer, not the stake. More good could come of debating philosophy of magic than by making pyres in every other town.

IDEALS

d6 Ideal

- 1 Protector. I'll only hunt those that hurt others with magic. Otherwise it isn't my place to judge. (Good)
- 2 Judgement. I am the judge, jury, and executioner. What I say is evil, is. (Evil)
- 3 Curious. I want to know more about magic. Only then can I decide what I think of it. (Neutral)
- 4 Inconsistent. Knowing what is wrong or acceptable magic really depends on the time, the weather, how hungry I am, or just my initial thought. (Chaotic)
- 5 Instrument. I am not the one to judge, I am just the instrument of a higher authority. (Law)
- 6 Greater Good. Magic is permissible as long as it is in helping me on my mission. (Any)

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BONDS

d6 Bond

- 1 I stay in contact with the one who taught me the trade. Whenever I stray, they remind me of my duty.
- 2 I grew up in a magical family, and saw firsthand how it changed them and how it almost changed me.
- 3 I let a magic user go after they pleaded their case to me. I later found the corpses they left behind. I'll never make that mistake again.
- 4 I will not rest until magic is gone from this world.
- 5 I found the wrong person guilty and it weighs on my soul.
- 6 As a child I displayed innate magical abilities. I joined the order to learn to suppress them.

FLAWS

d6 Flaw

- 1 Anything that goes even slightly wrong must be because of magic.
- 2 I have the habit of speaking down to any magic user, regardless of who they are.
- 3 Secretly, I am fascinated by magic and horde anything magical, no matter how minor.
- 4 I oftentimes get confused as to what is a sign of magic and what is just natural phenomenon.
- 5 I am a fanatic for my organization.
- 6 I'd sacrifice many to take down a single evil magic user.



ADDITIONAL FEATS

MASTER RITUAL CASTING

Prerequisite: Able to cast at least 2 spells as a ritual

You have mastered the art of using rituals to weave magic under your control and are able to create an improved ritual book. If you already have a ritual book that is not one granted by a class feature, you may turn that ritual book and all included spells into your improved ritual book. Otherwise, you can turn a new spellbook into an improved ritual book. Any spell that you write into your improved ritual book can be cast as an improved ritual.

Choose either Charisma, Wisdom, or Intelligence. Your casting ability for these improved rituals will use that ability score as the spellcasting ability for your improved rituals.

As you adventure, you'll come across spells in their written form (like scrolls or a witch's spellbook) and you'll be able to attempt to inscribe them within your improved ritual book. The spell can be from any spell list but its spell level must be less than half your character level. To inscribe the spell into your book you'll need 2 hours per spell level and 50 gp worth of fine inks. Each spell takes up a certain number of pages inside your improved ritual book equal to twice the spell's level. The spells inscribed within your improved ritual book can only be cast as improved rituals regardless if you have other means of casting spells. Additionally, if your improved ritual book is lost or otherwise destroyed you must create a new improved ritual book from scratch.

When you cast a spell from your improved ritual book, the spell requires all of the material components listed plus an additional 10 gp worth of rare incense and magical chalk per spell level.

If the spell has a ritual tag, cast the spell using normal ritual casting rules. If the spell does not have a ritual tag, the spell takes 1 hour to cast per spell level, additionally, for each spell level above 1st-level you need an additional creature helping you with the

ritual. A creature must have an Intelligence of at least 8 and be friendly to assist in casting the spell and while assisting, the creature can take no other actions.

The ability score you chose is your spellcasting ability for your spells. You use that ability score whenever a spell refers to your spellcasting ability.

In addition, you use that ability score's modifier and proficiency bonus for the spell save DC of a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your ability score modifier.

Spell Attack Modifier = your proficiency bonus + your ability score modifier.

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CURIOUS INITIATE

You learn to make 3 different types of basic Curios from the Witch's list of Curio Manifestations. In addition, you gain the ability to create a single Curio using your known Curio Manifestations using the rules for Curios under the Witch's Manifestation Magic. Unlike the Witch, it takes you 8 hours to create a basic Curio and active basic Curios only recharge on a long rest. Your spellcasting ability for the Curio is Intelligence.

If needed, you can perform an 8-hour ritual to destroy the curio that you have made regardless of where it is or what plane it is on.

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0V50L0010.

WITCH TONGUE

Prerequisite: Intelligence 13 or Wisdom 13

- ◇ Increase your Intelligence or Wisdom by 1, to a maximum of 20.
- ◇ You learn to see, read, and write in Witch's Script. To those untrained, the script is invisible, only showing itself when perceived by detect magic or by someone who also knows it.
- ◇ You learn the cantrip *mark* and can cast it at will.

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CRAFTY CASTING

Prerequisite: Intelligence 13 and Charisma 13, the ability to cast one spell

You've mastered the ability to cast certain spells in clever and unique ways. When you take this feat pick 1 to 3 spells that you know how to cast that don't have material components that cost gp. For the spells chosen, choose either to negate the verbal, somatic, or material component for those spells. Whenever you cast those spells, you can negate the component that you chose.

You can take this feat more than once but you must pick different spells.

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ARCANE FEINT

Prerequisite: Intelligence 13

- ◇ Increase your Charisma by 1, to a maximum of 20.
- ◇ Through practicing altering minor parts of the foundation of spell you've learned to mask the spells you cast as different spells. Whenever you cast a spell, you can use your reaction to make the spell appear to be a separate spell that you can cast. The spell still retains all of the effects of the original spell but is indecipherable from the replacement spell through mundane and magical means.

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EQUIPMENT

For spellcasters, explorers, and researchers, adventuring is made easier with specialized equipment. These items help adventures record their travels, capture dangerous beasts, and assist in creating a base of operations they can use to study the vibrant and frightening world around them.

ANIMAL CARRIER, MUNDANE

The animal carrier is constructed of wood and metal to create a safe way to transport beasts carried within. These come in several sizes ranging from tiny to large depending on the desired creature to contain within the contraption. Multiply the base cost of the carrier by x4 for small creatures, x8 for medium creatures, and x16 for large creatures. The weight also increases by the same amount as the cost.

Each carrier can be set up to automatically close the door, trapping a creature inside, this trap can be seen with a successful Wisdom (Perception) check against a DC of 15.

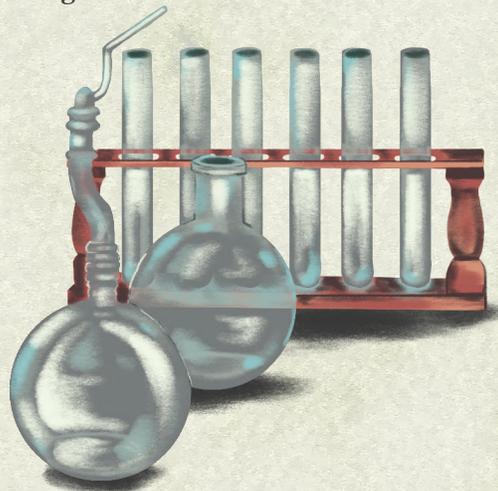
A creature can break out of the carrier by succeeding on a Strength (Athletics) check with a DC of 15. The carrier can be made with reinforcements for twice the cost for its size, which increases the Strength (Athletics) DC to 25.

A creature inside the carrier can still interact or attack creatures and items within 5 feet of the carrier, but does so at disadvantage.



ANIMAL CARRIER, DANGEROUS

This is a version of the Animal Carrier that replaces the bars with solid metal sheets with slidable viewing ports installed. This functions the same as a mundane animal carrier but a creature within cannot attack or interact with anything outside of the carrier. Additionally, to spot the closing mechanism requires a success on a Wisdom (perception) check with a DC of 20, and to break out requires a Strength (Athletics) check with a DC of 30. Multiply the base cost by x4 for small creatures, x8 for medium creatures, and x16 for large creatures.



ARCANE LABORATORY

This is equipment that requires a room at least 20-feet wide, 20-feet long, and 10-feet tall to use. The equipment is composed of attuned crystals, magical material components, furnaces, glassware, and anything else needed in any arcane experiment. While within the room, you have advantage on any check related to casting a spell. Additionally, you can expend a use of the laboratory to substitute for any material component. Each lab comes with four uses. Each additional use costs 200gp.

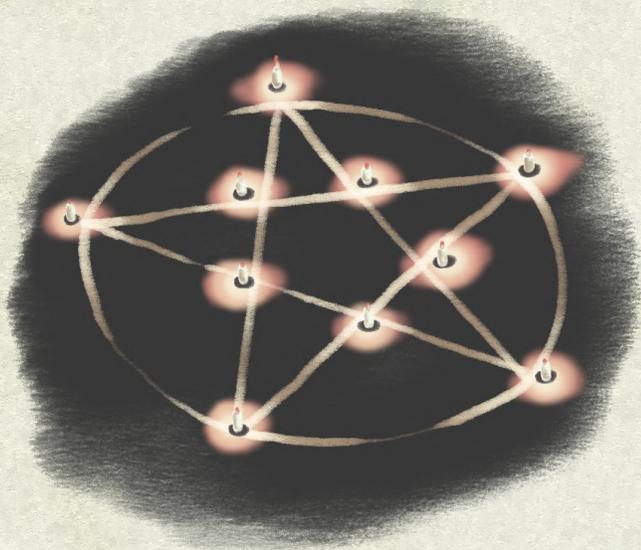
MONSTER CARRIER

The monster carrier is made of enchanted metal and wood which has been engraved with warding runes and functions as the dangerous animal carrier, but has an interior that has the same effects as a reversed *magic*

circle. If a creature tries to teleport out of the carrier they must make an Intelligence saving throw with a DC of 16. On a failure, the spell or ability is wasted and has no effect. On a success, the spell or ability works successfully.

Additionally, if a summoned creature or familiar is within the carrier, it's owner cannot dismiss it until the creature leaves the carrier. Each carrier is tied to a specific type of creature and only effects that type. A monster carrier can be attuned to celestials, elementals, fey, fiends, or undead.

Multiply the base cost of the carrier by x4 for small creatures, x8 for medium creatures, and x16 for large creatures.



PERSONAL LIBRARY

This is a bundle of specific and rare books detailing the history and fundamentals of a particular field of knowledge. Each Library consists of over 30 different books, with each being meticulously indexed for quick reference. If you have access to a personal library and make an Arcana, History, Religion, or Nature check you have advantage and any roll below a 10 is counted as a 10.

Each Personal Library is focused on being for Arcana, History, Religion, or Nature and a new Personal Library must be acquired for a different knowledge set.

PORTABLE WRITING DESK

A portable writing desk allows its user to set up a proper writing space in any environment. Additionally, it has extra compartments for ink, paper, and other small baubles.

RITUAL CHAMBER

This soundproof chamber is built in a cylindrical room with a radius of 10 feet and a height of 20 feet. While inside the chamber, Rituals and Improved Rituals can be cast in half the time and for Improved Rituals you only need half as many additional creatures to cast any spell. Additionally, you can turn a Ritual Chamber into a Teleportation Circle Chamber by casting *teleportation circle* every day for seven days.

SCENTING OIL

This mundane oil has been fabricated by master perfumists using rare and expensive extracts. Most oils come pre-scented with strong smells of flowers and fruits, but scentless oils can be purchased. When an item is placed within a scentless oil bottle, the oil takes the scent of the item. A single use of scenting oil can fill a 5-foot by 5-foot square with a mild scent. 2 uses create an overwhelming scent in the same space. If a whole bottle is poured out or broken, the



scent fills a 100-foot by 100-foot square with an overwhelming odor for 24 hours, any creature within 10 feet of the epicenter must make a DC 13 Constitution save or be stunned for 1 round. On a success, the creature is immune to this effect for 24 hours.

Each bottle has 100 uses.

WAND HOLSTER

This leather belt has been outfitted with several spots to hold wands or sticks in a position that allows them to be drawn and holstered at great speeds. Items stored within the wand holster do not require an item interaction to draw or stow. Each wand holster can hold 3 wands or wand-like items.

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MUNDANE ITEMS

Name	Cost	Weight
Animal Carrier, Mundane	5 gp	1 lb.
Animal Carrier, Dangerous	20 gp	5 lb.
Portable Writing Desk	1 gp	1 lb.
Scentsing Oil	100 gp	1/2 lb.
Wand Holster	25 gp	2 lb.

SPECIALTY ITEMS

Name	Cost	Weight
Arcane Laboratory	1000 gp	1000 lb.
Monster Carrier	100 gp	5 lb.
Personal Library	250 gp	60 lb.
Ritual Chamber	750 gp	450 lb.
Wand Holster	25 gp	2 lb.



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CHAPTER - 4





he spells presented in this chapter provide more options to casters by fleshing out schools with either a greater number of spells or by providing more options at lower levels. While all spell schools are represented, the majority of the spells fall into the Conjuraction, Enchantment, Necromancy, and Transmutation schools. Additionally,

a quarter of the spells provided can be cast with ritual casting letting ritual casters have access to further options.

While this section expands the spell lists for the base classes, it also includes the complete spell list for the Witch. Any spell that is found in the System Reference Document for 5th Edition and not found within this book is denoted with blue dots underneath of it

SPELLS BY CLASS

BARD SPELLS

CANTRIPS (LEVEL 0)

Mark
Repeat
Scribe
Sling

1ST LEVEL

Buckle
Chameleon Casting
Forget Me Knot
Gambler's Eye
Orator's Aid
Twisted Tongue
Yllairies Help

2ND LEVEL

Insult to Injury
Medea's Slumber
Seed of Lies
Sunder
Witch's Tooth

3RD LEVEL

Curse of the Unlucky
Diminutive Movement
Forgetting

Hidden Tripline

Nothrim's Notorious Glitter Bomb
Tracker's Peril

4TH LEVEL

Fire Eater's Blessing
Infectious Message
Limb of the Betrayer
Medea's Insanity
Miracle of Sustainment
Scidion's Treachery

5TH LEVEL

Cruel Fate
Relinquishment

6TH LEVEL

Unmaking

7TH LEVEL

Appendage of the Betrayer
Specters' History

8TH LEVEL

Dani's Enchanting
Orchestrion

9TH LEVEL

Expunction

CLERIC SPELLS

CANTRIPS (LEVEL 0)

Death's Call
Death's Grasp
First Sigil of Flame
Newt's Accelerated Decomposition
Repeat
Sap
Scribe

1ST LEVEL

Cloud's Sight
Ilia's Monochromatic Ray
Orator's Aid
Yllairies Help

2ND LEVEL

Annarista's Sight
Rot
Second Sigil of Flame
Seed of Lies

3RD LEVEL

Corpse Trap
Gastral Decay
Gut's Instinct
Hidden Tripline

Incantation of Bone
Jamey's Reanimated
Prosthetic

4TH LEVEL

Arcane Seige
Miracle of Sustainment
Serafin's Spectral Shield

5TH LEVEL

Liberation from Flesh
Mass Rot
Relinquishment
Third Sigil of Flame

7TH LEVEL

Ilia's Achromatic Orbs
Ill Omens
Mantle of the Damned
Specters' History

9TH LEVEL

Ilia's Achromatic Wall
Planar Terraformation

DRUID SPELLS

CANTRIPS (LEVEL 0)

Death's Call
First Sigil of Flame
Newt's Accelerated
Decomposition
Quake
Repeat
Sap

1ST LEVEL

Forget Me Knot
Glide
Yllairies Help

2ND LEVEL

Francisco's Lament
Matosway's Bestial Revival
Medea's Slumber
Mellifera's Wound Delaying
Rot
Second Sigil of Flame
Witch's Tooth
Wolfe's Venom Geyser

3RD LEVEL

Corpse Trap
Diminutive Movement
Gastral Decay
Gut's Instinct
Hidden Tripline
Ice Field
K'errahn's Brine
K'errahn's Gaze
Nature's Hidden Shelter
Tracker's Peril

4TH LEVEL

Arcane Siege
Fire Eater's Blessing
Incantation of Exhaustion
Miracle of Sustainment
Restrictive Flesh
Third Sigil of Endless Flesh
Vivisection

5TH LEVEL

Cruel Fate
Ferryman's End
Mass Rot
Ravicious's Stone of Ardent
Slumber
Relinquishment

Third Sigil of Flame

6TH LEVEL

Curse of Consumption
Hidden Hallways
Junia's Hex of the Horsemen
Unmaking

7TH LEVEL

Closed Loop
Ill Omens
Kjell's False Prophecies

8TH LEVEL

Mass Unmaking

9TH LEVEL

Planar Terraformation

PALADIN SPELLS

1ST LEVEL

Ilia's Monochromatic Ray
Orator's Aid

2ND LEVEL

Sunder

3RD LEVEL

Corpse Trap
Draconick's Aura of
Transference
Hidden Tripline

4TH LEVEL

Arcane Siege
Miracle of Sustainment
Serafin's Spectral Shield

5TH LEVEL

Relinquishment

RANGER SPELLS

1ST LEVEL

Glide
Yllairies Help

2ND LEVEL

Francisco's Lament
Matosway's Bestial Revival
Mellifera's Wound Delaying
Rot
Sunder

3RD LEVEL

Forgetting
Gut's Instinct
Hidden Tripline
Ice Field
K'errahn's Brine
Nature's Hidden Shelter
Tracker's Peril

4TH LEVEL

Fire Eater's Blessing
Miracle of Sustainment
Vivisection

5TH LEVEL

Ferryman's End

SORCERER SPELLS

CANTRIPS (LEVEL 0)

Mark
Quake
Repeat
Sling
Umbra Knife

1ST LEVEL

Buckle
Chameleon Casting
Cuspate Caltrop
Gambler's Eye
Orator's Aid

2ND LEVEL

Sunder
Witch's Tooth
Wolfe's Venom Geyser

3RD LEVEL

Draconick's Aura of
Transference
Hidden Tripline
Nothrim's Notorious Glitter
Bomb
Sinewy Sled

4TH LEVEL

Fate's Thread
Limb of the Betrayer
Scidion's Treachery
Serafin's Spectral Shield
Vivisection

5TH LEVEL

Annarista's Ghostly Visage
Cruel Fate

6TH LEVEL

Unmaking
Wall of Flesh

7TH LEVEL

Appendage of the Betrayer

9TH LEVEL

Expunction

WARLOCK SPELLS

CANTRIPS (LEVEL 0)

Death's Call
Death's Grasp
First Sigil of Endless Flesh
Mark
Newt's Accelerated
Decomposition
Quake
Repeat
Sap
Umbra Knife

1ST LEVEL

Buckle
Chameleon Casting
Cloud's Sight
Cuspate Caltrop
Forget Me Knot
K'errahn's Toll
Orator's Aid
Second Sigil of Endless Flesh
Twisted Tongue
Weird Reconstitution

2ND LEVEL

Annarista's Sight
Hemohail
Insult to Injury
Medea's Crown
Medea's Slumber
Rot
Seed of Lies
Witch's Tooth

3RD LEVEL

Annarista's Tether

Bonespear
Corpse Trap
Curse of the Unlucky
Forgetting
Gastral Decay
Gut's Instinct
Hidden Tripline
Incantation of Bone
Jamey's Reanimated
Prosthetic
K'errahn's Gaze
Sinewy Sled

4TH LEVEL

Fate's Thread
Incantation of Exhaustion
Limb of the Betrayer
Medea's Insanity
Restrictive Flesh
Scidion's Treachery
Serafin's Spectral Shield
Third Sigil of Endless Flesh
Vivisection

5TH LEVEL

Annarista's Ghostly Visage
Cruel Fate
Liberation from Flesh
Mass Rot

6TH LEVEL

Curse of Consumption
Junia's Hex of the Horsemen
Unmaking
Wall of Flesh

7TH LEVEL

Appendage of the Betrayer
Fourth Sigil of Endless Flesh

Ill Omens
Kjell's False Prophecies
Mantle of the Damned

9TH LEVEL

Planar Terraformation

WITCH SPELLS

CANTRIPS (LEVEL 0)

Chill Touch
Dancing Lights
Death's Call
Death's Grasp
First Sigil of Endless Flesh
First Sigil of Flame
Light
Mage Hand
Mark
Message
Minor Illusion
Newt's Accelerated
Decomposition
Poison Spray
Prestidigitation
Produce Flame
Quake
Repeat
Resistance
Sap
Scribe
Shillelagh
Sling
Umbra Knife
Vicious Mockery

1ST LEVEL

Alarm
Buckle

Chameleon Casting
Charm Person
Cloud's Sight
Color Spray
Comprehend Languages
Create or Destroy Water
Cusped Caltrop
Detect Magic
Disguise Self
Entangle
Faerie Fire
Feather Fall
Find Familiar
Fog Cloud
Forget Me Knot
Gambler's Eye
Glide
Grease
Hideous Laughter
Ilia's Monochromatic Ray
Illusory Script
Jump
K'errahn's Toll
Longstrider
Orator's Aid
Protection from Evil and
Good
Second Sigil of Endless Flesh
Shield
Silent Image
Sleep
Thunderwave
Twisted Tongue
Unseen Servant
Weird Reconstitution
Yllairies Help

2ND LEVEL

Alter Self
Animal Messenger
Annarista's Sight
Arcane Lock
Arcanist's Magic Aura
Blindness/Deafness
Continual Flame
Darkness
Detect Thoughts
Enlarge/Reduce
Flame Blade
Francisco's Lament
Gentle Repose
Gust of Wind
Hemohail
Hold Person
Insult to Injury
Invisibility
Lesser Restoration
Locate Object
Magic Mouth
Matosway's Bestial Revival
Medea's Crown
Medea's Slumber
Mellifera's Wound Delaying
Mirror Image
Misty Step
Ray of Enfeeblement
Rope Trick
Rot
Second Sigil of Flame
See Invisibility
Seed of Lies
Shatter
Spider Climb
Suggestion

Sunder
Web
Witch's Tooth
Wolfe's Venom Geyser
Zone of Delaying

3RD LEVEL

Animate Dead
Annarista's Tether
Bestow Curse
Blink
Bonespear
Call Lightning
Clairvoyance
Conjure Animals
Corpse Trap
Curse of the Unlucky
Diminutive Movement
Dispel Magic
Draconick's Aura of Transference
Fear
Fly
Forgetting
Gaseous Form
Gastral Decay
Gut's Instinct
Haste
Hidden Tripline
Hypnotic Pattern
Ice Field
Incantation of Bone
Jamey's Reanimated Prosthetic
K'errahn's Brine
K'errahn's Gaze
Lightning Bolt
Magic Circle

Major Image
Nature's Hidden Shelter
Nondetection
Nothrim's Notorious Glitter Bomb
Phantom Steed
Protection from Energy
Remove Curse
Sinewy Sled
Sleet Storm
Slow
Stinking Cloud
Tongues
Tracker's Peril
Vampiric Touch
Water Breathing

4TH LEVEL

Arcane Eye
Arcane Siege
Banishment
Blight
Confusion
Control Water
Dimension Door
Dominate Beast
Fabricate
Faithful Hound
Fate's Thread
Fire Eater's Blessing
Fire Shield
Greater Invisibility
Hallucinatory Terrain
Ice Storm
Incantation of Exhaustion
Infectious Message
Limb of the Betrayer
Locate Creature

Medea's Insanity
Miracle of Sustainment
Phantasmal Killer
Polymorph
Resilient Sphere
Restrictive Flesh
Scidion's Treachery
Serafin's Spectral Shield
Stone Shape
Third Sigil of Endless Flesh
Vivisection
Wall of Fire

5TH LEVEL

Annarista's Ghostly Visage
Cloudkill
Cone of Cold
Contact Other Plane
Creation
Cruel Fate
Dominate Person
Dream
Ferryman's End
Geas
Hold Monster
Legend Lore
Liberation from Flesh
Mass Rot
Mislead
Modify Memory
Passwall
Phantom Carriage
Planar Binding
Ravicious's Stone of Ardent Slumber
Relinquishment
Scrying
Seeming

Telekinesis
Telepathic Bond
Teleportation Circle
Third Sigil of Flame
Wall of Force
Wall of Stone

6TH LEVEL

Chain Lightning
Circle of Death
Create Undead
Curse of Consumption
Eyebite
Find the Path
Flesh to Stone
Freezing Sphere
Guards and Wards
Hidden Hallways
Junia's Hex of the Horsemen
Magic Jar
Mass Suggestion
Move Earth
Programmed Illusion
Sunbeam
True Seeing
Unmaking
Wall of Flesh
Wall of Ice
Wall of Thorns
Wind Walk

7TH LEVEL

Appendage of the Betrayer
Closed Loop
Etherealness
Finger of Death
Fire Storm
Forcecage

Fourth Sigil of Endless Flesh
Ilia's Achromatic Orbs
Ill Omens
Kjell's False Prophecies
Mantle of the Damned
Mirage Arcane
Plague of Silence
Plane Shift
Prismatic Spray
Project Image
Reverse Gravity
Sequester
Simulacrum
Specters' History
Symbol
Teleport

8TH LEVEL

Animal Shapes
Antimagic Field
Antipathy/Sympathy
Clone
Consuming Fog
Control Weather
Dani's Enchanting Orchestration
Demiplane
Dominate Monster
Earthquake
Feeblemind
Incendiary Cloud
Mass Unmaking
Maze
Mind Blank
Power Word Stun
Sunburst

9TH LEVEL

Astral Projection
 Expunction
 Foresight
 Gate
 Ilia's Achromatic Wall
 Imprisonment
 Meteor Swarm
 Planar Terraformation
 Power Word Kill
 Shapechange
 True Polymorph
 True Resurrection
 Weird
 Wish

WIZARD SPELLS

CANTRIPS (LEVEL 0)

Death's Grasp
 First Sigil of Endless Flesh
 First Sigil of Flame
 Mark
 Repeat
 Scribe
 Sling
 Umbra Knife

1ST LEVEL

Buckle
 Chameleon Casting
 Cloud's Sight
 Cuspate Caltrop
 Gambler's Eye
 Orator's Aid
 Second Sigil of Endless Flesh
 Twisted Tongue
 Weird Reconstitution

Yllairies Help

2ND LEVEL

Annarista's Sight
 Hemohail
 Rot
 Second Sigil of Flame
 Seed of Lies
 Sunder
 Witch's Tooth
 Wolfe's Venom Geyser
 Zone of Delaying

3RD LEVEL

Annarista's Tether
 Bonespear
 Corpse Trap
 Curse of the Unlucky
 Diminutive Movement
 Draconick's Aura of Transference
 Forgetting
 Gastral Decay
 Hidden Tripline
 Incantation of Bone
 Jamey's Reanimated Prosthetic
 Nothrim's Notorious Glitter Bomb
 Sinewy Sled

4TH LEVEL

Arcane Siege
 Fate's Thread
 Infectious Message
 Limb of the Betrayer
 Restrictive Flesh
 Scidion's Treachery
 Serafin's Spectral Shield

Third Sigil of Endless Flesh
 Vivisection

5TH LEVEL

Annarista's Ghostly Visage
 Cruel Fate
 Liberation from Flesh
 Phantom Carriage
 Relinquishment
 Third Sigil of Flame

6TH LEVEL

Unmaking
 Wall of Flesh

7TH LEVEL

Appendage of the Betrayer
 Closed Loop
 Fourth Sigil of Endless Flesh
 Kjell's False Prophecies
 Mantle of the Damned
 Specters' History

8TH LEVEL

Consuming Fog
 Mass Unmaking

9TH LEVEL

Planar Terraformation

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 5 4 0 8 7 2 < 0 8 7 6 0 4 6 7 5 2 2 0
 7 0 2 0 5 7 7 2 4 0 4 4 6 7 2 4 4 0
 4 6 7 0 4 8 0 7 4 4 0 8 7 4 2 7 0 7 8
 4 0 2 < 0 8 4 0 8 4 4 7 0 4 7 2 < 0 6
 2 < 0 6 0 4 7 7 2 0 7 8 7 7 2 < 7 0 2 0
 2 < 7 2 2 < 0 4 0 4 4 6 8 7 2 4 4 0
 4 7 7 0 2 4 2 < 0 2 4 2 7 2 2 4 2 < 0
 4 4 6 8 7 2 4 4 0 4 4 2 < 0 5 4 0 8 8

SPELL DESCRIPTIONS

ANNARISTA'S GHOSTLY VISAGE

5th-level Transmutation

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Sorcerer, Warlock, Witch, Wizard

You jaunt to the Ethereal Plane and during the duration of the spell, you can move in any direction. If you move up or down, each foot of movement costs double. You can see and hear the Plane you originated from but everything is in shades of grey. While you are on the Ethereal Plane, creatures on your original plane can see you as a transparent specter but can not target you. When the duration ends or you lose concentration on the spell you return to the Plane you came from. When you return, you can choose any number of creatures within 30 feet of you, forcing them to make a Charisma saving throw. On a failure, a creature ages 2d4 years and is frightened of you until the end of their next turn. On a success, the spell has no effect on that creature. For each year you've magically aged creatures affected by this spell, gain that number of temporary hit points.

If you return to your original plane and 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.

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ANNARISTA'S SIGHT

2nd-level Divination

Casting Time: 1 Action (ritual)

Range: Touch

Components: S

Duration: Concentration, up to 1 hour

Classes: Cleric, Warlock, Witch, Wizard

When you touch an unconscious or dead creature you can see what it has seen up to 24 hours before it died/became unconscious. You only see what the creature has seen and not any of its other senses or what it was thinking. If the creature was blinded, this spell fails. The events play out in real time but you can skip forward or backward at will.

ANNARISTA'S TETHER

3rd-level Necromancy

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a diamond worth 100gp, which the spell consumes)

Duration: Instantaneous

Classes: Warlock, Witch, Wizard

You touch a creature that has been dead for no longer than a minute, it comes back in spectral form with temporary hit points equal to its maximum hit points. This form can not gain hit points, is incapacitated, and gains a flight speed equal to its movement speed. If the creature runs out of temporary hit points, it dies. This spell negates the need to have a corpse for spells like *raise dead*, but the spell does not extend the time limit of such spells. While the creature is affected in this way, they are counted as undead and don't need to eat, sleep, or drink.

APPENDAGE OF THE BETRAYER

7th-level Enchantment

Casting Time: 1 Minute
Range: Sight
Components: V, S, M (a string from a puppet)
Duration: Concentration, up to 1 hour
Classes: Bard, Sorcerer, Warlock, Witch, Wizard

You attempt to beguile a creature that you can see. It must succeed on a Wisdom saving throw or you take control of a limb or appendage attached to that creature for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

For the spell duration, you have a telepathic link to one of the creature's limbs/appendages as long as you are on the same plane. While you are conscious (no action required), you can use this telepathic link to issue commands to the creature's limb/appendage which it does its best to obey. You can specify a simple and general course of action depending on the limb/appendage affected, such as Choke yourself or Drop your weapon if controlling an arm or Go Limp or Kick yourself if controlling a leg. If the creature completes the order and doesn't receive further direction from you, it returns to the control of the creature.

You can use your action to take total and precise control of the limb/appendage. Until the end of your next turn, the limb/appendage takes only the actions you choose and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Any actions that are taken use the creature's stats. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell with a 9th-level spell slot, the duration is concentration, up to 8 hours.

ARCANE SIEGE

4th-level Transmutation

Casting Time: 1 Action
Range: 30 Feet
Components: V, S, M (a small weight)
Duration: Concentration, up to 1 hour
Classes: Cleric, Druid, Paladin, Witch, Wizard

You create a 10-foot-diameter sphere of vibrating energy at a point of your choice within range. As a bonus action, you can choose 1 object weighing 25 to 50 pounds that is in the sphere and that isn't being worn or carried and a direction. After 1d4 rounds, the object flies in a straight line up to 1000 feet in the direction you chose before falling to the ground. Anything that would be struck by the object must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving, dealing 6d12 bludgeoning to both what it strikes and the object itself.

Objects or creatures made of an inorganic material such as stone, crystal, or metal take twice as much damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the maximum weight of objects that you can target with this spell increases by 20 pounds, and the damage increases by 2d12, for each slot level above 4th.

BONESPEAR

3rd-level Necromancy

Casting Time: 1 Action
Range: Touch
Components: V, S, M (a corpse of a medium or large creature)
Duration: Instantaneous
Classes: Warlock, Witch, Wizard

As you cast this spell and touch a corpse of a medium or large creature, a spear made from its bones shoots out towards a target creature within 60 feet. Make a ranged spell attack. On a hit, the target takes 3d12 piercing damage and the target is thrown 10 feet

back. If the thrown creature hits a solid surface the creature is restrained until the end of their next turn. If the thrown creature hits another creature, that creature also takes the piercing damage and both creatures are restrained until the end of their next turn

BUCKLE

1st-level Evocation

Casting Time: 1 Bonus Action
Range: 60 Feet
Components: V, S
Duration: Instantaneous
Classes: Bard, Sorcerer, Warlock, Witch, Wizard

As you cast this spell, a whip of force strikes the legs of a target creature or an object. The target creature must make a successful Strength saving throw or be knocked prone and take 1d4 force damage. On a successful save, the creature remains standing but still takes 1d4 force damage. This spell can also target any nonmagical object that isn't being worn or carried, dealing damage to it.

At Higher Levels. For each spell slot above 1st-level, you can target an additional creature.

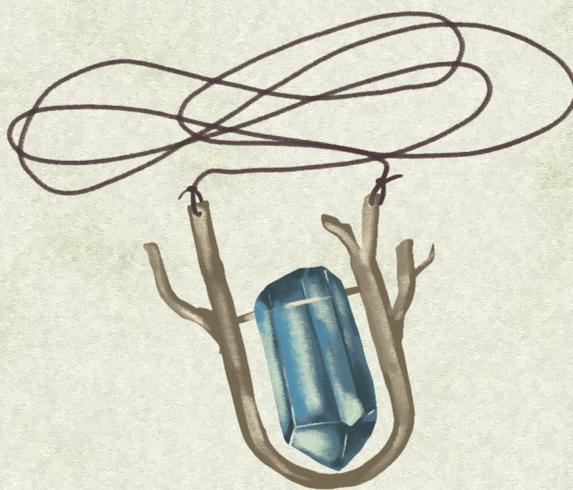
CHAMELEON CASTING

1st-level Illusion

Casting Time: 1 Reaction, which you take when you see a creature within 60 feet of you casting a spell
Range: 60 Feet
Components: S
Duration: Instantaneous
Classes: Bard, Sorcerer, Warlock, Witch, Wizard

You attempt to copy the spell cast by a creature. If the creature is casting a spell of 1st level or lower, you automatically copy it. If it is casting a spell of 2nd level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, you are able to copy the spell.

A copied spell is cast at the same time as the original spell, you can specify a target for your copied spell. Your copied spell has a maximum duration of 1 round regardless of the duration of the original spell. If the original spell ends before your copied spell, your copied spell also ends.



CLOSED LOOP

7th-level Abjuration

Casting Time: 1 Minute
Range: 1 Mile
Components: V, S, M (A small length of rope)
Duration: Until Dispelled
Classes: Druid, Witch, Wizard

You tie two ends of a rope together and designate a sphere of land with a diameter of one mile. Alternatively, you may designate a single structure of equal or smaller size to be targeted by this effect. Until the spell is dispelled, the structure or area of land that you are on cannot be escaped from by any creature inside the area at the time of casting. When a creature tries to exit, they experience the sensation of having moved, but find they have somehow returned to the point of their intended exit. A creature can freely enter the area affected by the spell, but once inside, they similarly cannot leave.

If the rope is destroyed, the spell ends. Additionally, if you leave the area affected by the spell, the spell ends.

CLOUD'S SIGHT

1st-level Transmutation

Casting Time: 1 Action (ritual)
Range: Self
Components: S, M (A Pinch of Dust)
Duration: 1 Hour
Classes: Cleric, Warlock, Witch, Wizard

As you toss the dust into the air it fills a 15-foot sphere centered on you. The dust is almost invisible but glimmers in light softly. As you move, the sphere moves with you and you gain blindsight out to 15 feet. While the spell is active, you lose your normal means of perception and can only benefit from the blindsight given by this spell. As a bonus action, you can end this spell before the end of its duration. Additionally, the spell is dispelled with a strong wind.

CONSUMING FOG

8th-level Conjuration

Casting Time: 1 Action
Range: 120 Feet
Components: V, S, M (Jar of Gelatinous Cube)
Duration: Concentration, up to 10 minutes
Classes: Witch, Wizard

You create a 20-foot-radius sphere of acidic, translucent fog centered on a point you choose within range. The fog is unimpeded by barriers. It lasts for the duration, and the area of the fog is considered heavily obscured.

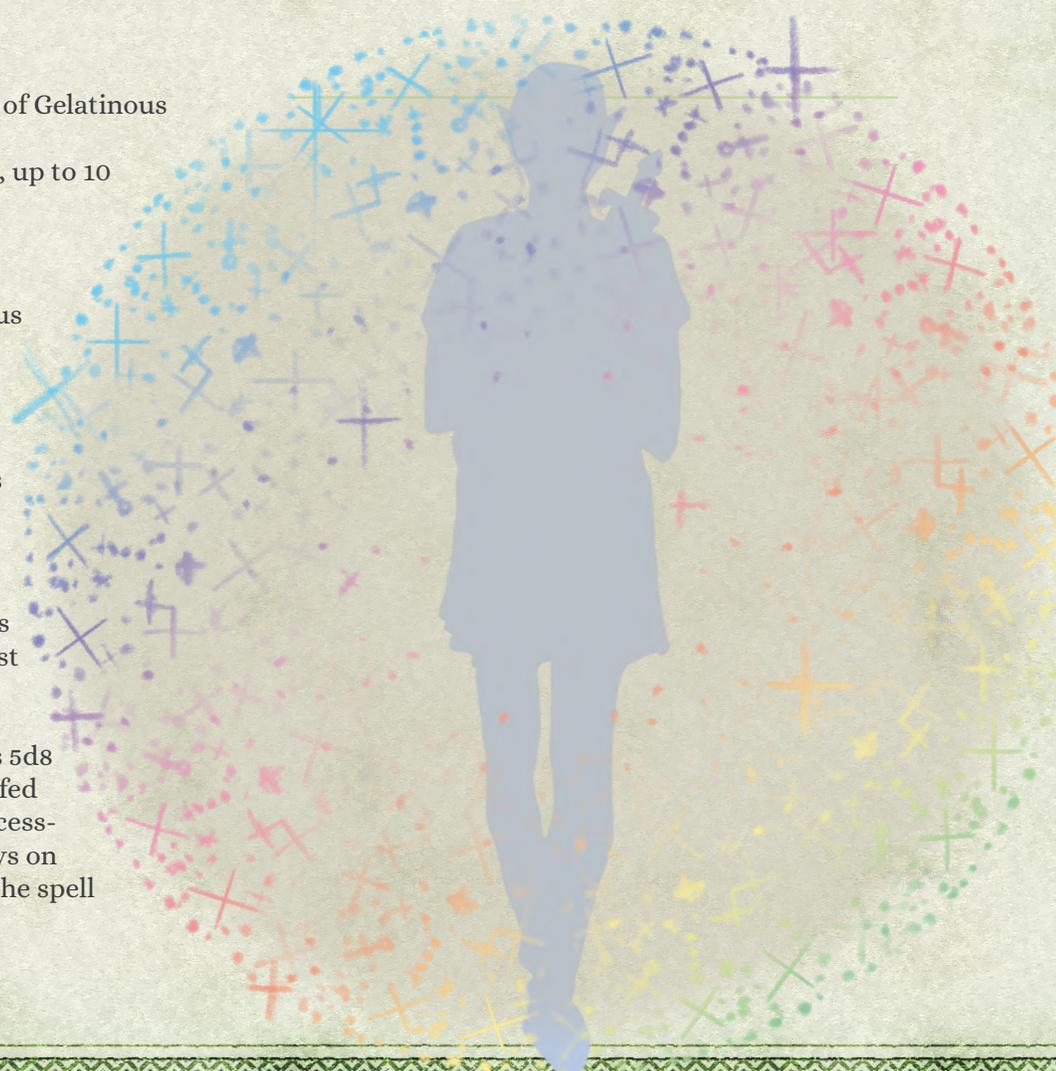
When a creature enters the spell's area for the first time, that creature must make a Dexterity saving throw. The creature takes 5d8 acid damage and is engulfed on a failed save. On a successful save the creature stays on the outside radius of the spell

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but still takes half damage. If a creature starts its turn inside the fog they must make a Constitution saving throw or take 8d8 acid damage on a failure. An engulfed creature has a speed of 0 and can use their action to try and break free of the fog, to do so they must succeed a Strength saving throw.

Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. Engulfed creatures are carried along. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.



CORPSE TRAP

3rd-level Abjuration

Casting Time: 10 Minutes (ritual)
Range: 30 Feet
Components: V, S, M (a corpse of a small, medium, or large creature)
Duration: Until Dispelled
Classes: Cleric, Druid, Paladin, Warlock, Witch, Wizard

When you cast this spell and target a corpse of a creature you inscribe upon its bones and sinew a store of energy that will release on a trigger set by you. Small, nearly invisible runes can be seen carving themselves upon the insides of the corpse while you are casting this spell. The runes require a successful Intelligence (Investigation) check against your spell save DC to be found. If the corpse becomes an undead creature or otherwise returns to life the spell ends. Once the runes are triggered, this spell ends.

When the runes are triggered, the corpse erupts with magical energy and gore in a 20-foot-radius sphere centered on the corpse. The area of the sphere is unimpeded by barriers. Each creature in the area must make a Dexterity saving throw. A creature takes 1d10 necrotic damage, 1d10 force damage, and 1d10 piercing damage and is thrown 10 feet back on a failed save. If the thrown creature hits a solid surface the creature is restrained until the end of their next turn. If the thrown creature hits another creature, that creature also takes the piercing damage and both creatures are restrained until the end of their next turn. On a successful save the creature takes half damage from each of the sources and is not thrown back. If the spell was cast upon a size small corpse, the damage dice are d8s instead of d10s. Additionally, if the spell was cast upon a size large corpse, the damage dice are d12s instead of d10s.

If a corpse that is affected by this spell is moved further than 30 feet from the original location where the spell was cast, the runes trigger regardless of any other conditions specified.

At Higher Levels. for each spell level above 3rd you can target an additional corpse to imbue with energy.

CRUEL FATE

5th-level Evocation

Casting Time: 1 Reaction, when an attack would deal damage to you
Range: 30 feet
Components: V, S
Duration: Instantaneous
Classes: Bard, Druid, Sorcerer, Warlock, Witch, Wizard

When you are dealt damage by a creature that you can see and that is in range, you can cast this spell to only take half as much damage. When you do, you can target a creature within 30 feet to take damage equal to the damage you took after the reduction. This damage is the same type as the damage that you took.

CURSE OF CONSUMPTION

6th-level Enchantment

Casting Time: 1 Action
Range: 60 Feet
Components: V, M (A preserved Botfly)
Duration: Concentration, up to 1 minute
Classes: Druid, Warlock, Witch

Upon casting this spell the target's lungs become infested with crawling insects that bite and burrow throughout the target. The target must make a Constitution saving throw, on a failure the target is incapacitated until the start of their next turn as they cough up insects, on a success the spell ends. At the start of each of the target's turn, the target makes an additional Constitution saving throw, on a failure they take 4d10 piercing damage and are incapacitated until the start of their next turn, on a success the spell ends.

DEATH'S CALL

Cantrip Necromancy

Casting Time: 1 Action
Range: Self
Components: V
Duration: Instantaneous
Classes: Cleric, Druid, Warlock, Witch

As you let out a wailing call, all dying humanoid within 15 feet of you must make a Constitution saving throw. On a failure, they take 1 point of necrotic damage. On a success, they are not affected by the spell. For each creature killed by this spell, you regain 1d4 hit points. Alternatively, you can mark any number of humanoid within 15 feet of you for death. If a targeted humanoid is reduced to 0 before the start of your next turn you gain 1d4 hit points.

Leveling. This spell's range increases as you level. 5th level (30 feet), 11th level (60 feet), and 17th level (120 feet).

DEATH'S GRASP

Cantrip Necromancy

Casting Time: 1 Bonus Action
Range: 90 Feet
Components: V, S, M (A Corpse)
Duration: Concentration, up to 1 minute
Classes: Cleric, Warlock, Witch, Wizard

A bright spark launches from your fingertips into a target corpse within range, the corpse must be size Small, Medium, or Large. If a creature of size Large or smaller moves within 5 feet of the corpse you can use your reaction to make the corpse reach out and attempt to grapple the creature. When you do, the creature being grappled must make a Strength saving throw against your spell save DC, on a failure, they become grappled until they use an action to break free or the spell ends. On a success, the spell ends.

Leveling. At 5th level, on a failure, the target also takes 1d8 necrotic damage if they fail their save. The damage die increases to 1d10 at level 11 and 1d12 at level 17.

DIMINUTIVE MOVEMENT

3rd-level Enchantment

Casting Time: 1 Reaction, when a creature moves within 60 feet of you
Range: 60 Feet
Components: V, M (a snail shell)
Duration: 1 round
Classes: Bard, Druid, Witch, Wizard

When you cast this spell the target creature's movement becomes labored. Target creature must make a Strength saving throw, on a success the spell has no effect. On a failure for every 5 feet that the creature moves, the next 5 feet costs twice as much movement as the last 5 feet until the end of their next turn. For example, a creature spends 5 feet of movement the next 5 feet costs 10 feet of movement and an additional 5 feet would cost 20 feet of movement.

DRACONICK'S AURA OF TRANSFERENCE

3rd-level Necromancy

Casting Time: 1 Action
Range: Self
Components: S, M (a small weight)
Duration: Concentration, up to 1 Minute
Classes: Paladin, Sorcerer, Witch, Wizard

When you cast this spell you are surrounded by a faint black and white haze. For the duration whenever you take damage from a creature within 60 feet of you, you can use your reaction to either:

- ◇ Give a friendly creature within 30 feet a number of temporary hit points equal to half the damage you took.
- ◇ Force the creature who dealt the damage to make a Dexterity saving throw. On a failure, they take an amount of necrotic damage equal to half the damage dealt to you. On a success, they take no damage.

At Higher Levels. When you cast this spell using a spell slot of 4th, 5th, or 6th level you can instead choose to move a

number of feet equal to half the damage taken without provoking an attack of opportunity. When you cast this spell using a spell slot of 7th level or higher, you can choose 2 options out of the 3.

EXPUNCTION

9th-level Enchantment

Casting Time: 1 Action

Range: 90 Feet

Components: S

Duration: Instantaneous

Classes: Bard, Sorcerer, Witch

When you cast this spell, target a creature that you can see within range. With a snap of your fingers, the target must make a Wisdom saving throw. On a failure, the target takes 10d10+20 force damage as their body pushes itself apart. On a success, the target takes half as much damage.

If this damage reduces the target to 0 hit points, the target and everything it is wearing and carrying, except magic items are turned to a cloud of fine dust that is blown away by even a minor breeze. A creature killed this way can only be returned to life by a *wish* spell. Additionally, in 1d4 days all records, memory, and evidence of that creature ever existed is removed from existence. At the start of each day, creatures whose memory is being altered must make a Wisdom saving throw. On a failure, they forget the creature that was killed. If a creature succeeds on every save, they are left with a sense of loss but have no knowledge of the target. The only way to regain this memory is with a *regenerate* or a *wish* spell.

If a creature has no memory of the lost creature, they cannot use *wish* to bring that creature back to life.



FATE'S THREAD

4th-level Necromancy

Casting Time: 1 Action (ritual)
Range: Touch
Components: V, M (a golden thread)
Duration: Concentration, special
Classes: Sorcerer, Warlock, Witch, Wizard

As you touch a creature that has died within the last day, the golden thread twists and turns diving into your skin and the skin of the target. The target creature for this spell does not have to be willing. For the duration, the target is protected from decay and can't become undead.

The spell also effectively extends the time limit on raising the target from the dead, since time spent under the influence of this spell doesn't count against the time limit of spells such as *raise dead*, *revivify*, *reincarnation*, or other spells.

In addition, the target regains consciousness and gains temporary hit points equal to your current hit points. These temporary hit points are not affected by a long rest. The target regains 1 hit point upon the casting of this spell, but can not gain any benefits from healing spells, abilities, or items that would heal them including benefiting from spent hit dice. Any damage that you would take the creature also takes.

This spell also neutralizes any poisons and cures nonmagical diseases that affected the creature at the time it died. This spell doesn't remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature is no longer under the effect of this spell. The spell can't return an undead creature to life.

In addition, it closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the spell automatically fails.

If the creature affected loses all hit points or dies, you immediately are reduced to 0 hit points. If you lose concentration or the spell ends, the creature dies. If the creature moves more than 30 feet away from you the spell

ends. If *revivify*, *reincarnate*, *raise dead*, *resurrection*, *true resurrection*, or *wish* is cast to bring this creature back to life, the spell ends. You are then reduced to 0 hit points and the creature loses all temporary hitpoint but remains alive at 1 hit point.

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FERRYMAN'S END

5th-level Transmutation

Casting Time: 1 Action
Range: 60 Feet
Components: V, S, M (a vial of water)
Duration: Concentration, up to 1 minute
Classes: Druid, Ranger, Witch

You attempt to fill the lungs of one target creature you can see with water. If the creature needs to breathe they must make a Constitution saving throw. On a failed save the target's lungs start to fill and they are stunned while they cough out water. On a successful save, the spell ends and the target isn't affected.

If a creature is initially stunned by this spell they must repeat the Constitution saving throw at the start of each of their turns for the spell's duration, regardless of whether any future saves are successful. On a success, they are no longer stunned, on a failure they are stunned again. If they fail 3 times during the duration of the spell the target is considered choking and remains stunned until the spell ends. The failures don't need to be consecutive.

At Higher Levels. For each spell slot above 5th level, you can target an additional creature.



FOURTH SIGIL OF ENDLESS FLESH

7th-level Transmutation

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Warlock, Witch, Wizard

Your body shudders and quickly expands with random flesh growths, growing limbs, tentacles, wings, and additional mouths. Until the spell ends, you gain the following benefits:

- ◇ You are immune to necrotic damage and have resistance to radiant damage.
- ◇ You gain a fly speed equal to your movement speed.
- ◇ You are considered a Large creature and your size doubles in all dimensions and your weight is multiplied by 8.
- ◇ At the start of each of your turns, you gain 3d12 temporary hit points.

If you are concentrating on the spells *first sigil of endless flesh*, *second sigil of endless flesh*, and *third sigil of endless flesh* when you cast this spell you end concentration on all three increasing the power of this spell with the following abilities:

- ◇ If a creature moves within 30 feet of you for the first time on a turn or ends its turn there you can cast *first sigil of endless flesh* targeting the creature as a free action.
- ◇ If you reduce a creature to 0 hit points, you consume their body regaining 2d12 hit points. A creature consumed in this way can not be brought back to life except by a *true resurrection* or *wish* spell.

FORGETTING

3rd-level Enchantment

Casting Time: 1 Action

Range: 60 Feet

Components: V, M (a sponge)

Duration: Concentration, up to 1 minute

Classes: Bard, Ranger, Warlock, Witch, Wizard

Upon casting this spell on a target within range, you attempt to make them forget everything that happens during the duration of the spell. The target creature must make a Wisdom saving throw. On a failure, the creature is charmed by you, incapacitated, and doesn't remember anything that happens during the duration of the spell, including its casting. On a success, the spell fails. A *greater restoration*, *remove curse*, or *wish* spell can return these memories.

When the spell ends the creature is no longer charmed by you.

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 𐀜𐀝𐀞𐀟𐀠𐀡𐀢𐀣𐀤𐀥𐀦𐀧𐀨𐀩𐀪𐀫𐀬𐀭𐀮𐀯𐀰𐀱𐀲𐀳𐀴𐀵
 𐀶𐀷𐀸𐀹𐀺𐀻𐀼𐀽𐀾𐀿𐁀𐁁𐁂𐁃𐁄𐁅𐁆𐁇𐁈𐁉𐁊𐁋𐁌𐁍𐁎𐁏𐁐𐁑𐁒𐁓𐁔𐁕𐁖𐁗𐁘𐁙𐁚𐁛
 𐁜𐁝𐁞𐁟𐁠𐁡𐁢𐁣𐁤𐁥𐁦𐁧𐁨𐁩𐁪𐁫𐁬𐁭𐁮𐁯𐁰𐁱𐁲𐁳𐁴𐁵𐁶𐁷𐁸𐁹𐁺𐁻𐁼𐁽𐁾𐁿𐂀𐂁𐂂𐂃𐂄𐂅𐂆𐂇𐂈𐂉𐂊𐂋𐂌𐂍𐂎𐂏𐂐𐂑𐂒𐂓𐂔𐂕𐂖𐂗𐂘𐂙𐂚𐂛𐂜𐂝𐂞𐂟𐂠𐂡𐂢𐂣𐂤𐂥𐂦𐂧𐂨𐂩𐂪𐂫𐂬𐂭𐂮𐂯𐂰𐂱𐂲𐂳𐂴𐂵𐂶𐂷𐂸𐂹𐂺𐂻𐂼𐂽𐂾𐂿𐃀𐃁𐃂𐃃𐃄𐃅𐃆𐃇𐃈𐃉𐃊𐃋𐃌𐃍𐃎𐃏𐃐𐃑𐃒𐃓𐃔𐃕𐃖𐃗𐃘𐃙𐃚𐃛𐃜𐃝𐃞𐃟𐃠𐃡𐃢𐃣𐃤𐃥𐃦𐃧𐃨𐃩𐃪𐃫𐃬𐃭𐃮𐃯𐃰𐃱𐃲𐃳𐃴𐃵𐃶𐃷𐃸𐃹𐃺𐃻𐃼𐃽𐃾𐃿𐄀𐄁𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕𐄖𐄗𐄘𐄙𐄚𐄛𐄜𐄝𐄞𐄟𐄠𐄡𐄢𐄣𐄤𐄥𐄦𐄧𐄨𐄩𐄪𐄫𐄬𐄭𐄮𐄯𐄰𐄱𐄲𐄳𐄴𐄵𐄶𐄷𐄸𐄹𐄺𐄻𐄼𐄽𐄾𐄿𐅀𐅁𐅂𐅃𐅄𐅅𐅆𐅇𐅈𐅉𐅊𐅋𐅌𐅍𐅎𐅏𐅐𐅑𐅒𐅓𐅔𐅕𐅖𐅗𐅘𐅙𐅚𐅛𐅜𐅝𐅞𐅟𐅠𐅡𐅢𐅣𐅤𐅥𐅦𐅧𐅨𐅩𐅪𐅫𐅬𐅭𐅮𐅯𐅰𐅱𐅲𐅳𐅴𐅵𐅶𐅷𐅸𐅹𐅺𐅻𐅼𐅽𐅾𐅿𐆀𐆁𐆂𐆃𐆄𐆅𐆆𐆇𐆈𐆉𐆊𐆋𐆌𐆍𐆎𐆏𐆐𐆑𐆒𐆓𐆔𐆕𐆖𐆗𐆘𐆙𐆚𐆛𐆜𐆝𐆞𐆟𐆠𐆡𐆢𐆣𐆤𐆥𐆦𐆧𐆨𐆩𐆪𐆫𐆬𐆭𐆮𐆯𐆰𐆱𐆲𐆳𐆴𐆵𐆶𐆷𐆸𐆹𐆺𐆻𐆼𐆽𐆾𐆿𐇀𐇁𐇂𐇃𐇄𐇅𐇆𐇇𐇈𐇉𐇊𐇋𐇌𐇍𐇎𐇏𐇐𐇑𐇒𐇓𐇔𐇕𐇖𐇗𐇘𐇙𐇚𐇛𐇜𐇝𐇞𐇟𐇠𐇡𐇢𐇣𐇤𐇥𐇦𐇧𐇨𐇩𐇪𐇫𐇬𐇭𐇮𐇯𐇰𐇱𐇲𐇳𐇴𐇵𐇶𐇷𐇸𐇹𐇺𐇻𐇼𐇽𐇾𐇿𐈀𐈁𐈂𐈃𐈄𐈅𐈆𐈇𐈈𐈉𐈊𐈋𐈌𐈍𐈎𐈏𐈐𐈑𐈒𐈓𐈔𐈕𐈖𐈗𐈘𐈙𐈚𐈛𐈜𐈝𐈞𐈟𐈠𐈡𐈢𐈣𐈤𐈥𐈦𐈧𐈨𐈩𐈪𐈫𐈬𐈭𐈮𐈯𐈰𐈱𐈲𐈳𐈴𐈵𐈶𐈷𐈸𐈹𐈺𐈻𐈼𐈽𐈾𐈿𐉀𐉁𐉂𐉃𐉄𐉅𐉆𐉇𐉈𐉉𐉊𐉋𐉌𐉍𐉎𐉏𐉐𐉑𐉒𐉓𐉔𐉕𐉖𐉗𐉘𐉙𐉚𐉛𐉜𐉝𐉞𐉟𐉠𐉡𐉢𐉣𐉤𐉥𐉦𐉧𐉨𐉩𐉪𐉫𐉬𐉭𐉮𐉯𐉰𐉱𐉲𐉳𐉴𐉵𐉶𐉷𐉸𐉹𐉺𐉻𐉼𐉽𐉾𐉿𐊀𐊁𐊂𐊃𐊄𐊅𐊆𐊇𐊈𐊉𐊊𐊋𐊌𐊍𐊎𐊏𐊐𐊑𐊒𐊓𐊔𐊕𐊖𐊗𐊘𐊙𐊚𐊛𐊜𐊝𐊞𐊟𐊠𐊡𐊢𐊣𐊤𐊥𐊦𐊧𐊨𐊩𐊪𐊫𐊬𐊭𐊮𐊯𐊰𐊱𐊲𐊳𐊴𐊵𐊶𐊷𐊸𐊹𐊺𐊻𐊼𐊽𐊾𐊿𐋀𐋁𐋂𐋃𐋄𐋅𐋆𐋇𐋈𐋉𐋊𐋋𐋌𐋍𐋎𐋏𐋐𐋑𐋒𐋓𐋔𐋕𐋖𐋗𐋘𐋙𐋚𐋛𐋜𐋝𐋞𐋟𐋠𐋡𐋢𐋣𐋤𐋥𐋦𐋧𐋨𐋩𐋪𐋫𐋬𐋭𐋮𐋯𐋰𐋱𐋲𐋳𐋴𐋵𐋶𐋷𐋸𐋹𐋺𐋻𐋼𐋽𐋾𐋿𐌀𐌁𐌂𐌃𐌄𐌅𐌆𐌇𐌈𐌉𐌊𐌋𐌌𐌍𐌎𐌏𐌐𐌑𐌒𐌓𐌔𐌕𐌖𐌗𐌘𐌙𐌚𐌛𐌜𐌝𐌞𐌟𐌠𐌡𐌢𐌣𐌤𐌥𐌦𐌧𐌨𐌩𐌪𐌫𐌬𐌭𐌮𐌯𐌰𐌱𐌲𐌳𐌴𐌵𐌶𐌷𐌸𐌹𐌺𐌻𐌼𐌽𐌾𐌿𐍀𐍁𐍂𐍃𐍄𐍅𐍆𐍇𐍈𐍉𐍊𐍋𐍌𐍍𐍎𐍏𐍐𐍑𐍒𐍓𐍔𐍕𐍖𐍗𐍘𐍙𐍚𐍛𐍜𐍝𐍞𐍟𐍠𐍡𐍢𐍣𐍤𐍥𐍦𐍧𐍨𐍩𐍪𐍫𐍬𐍭𐍮𐍯𐍰𐍱𐍲𐍳𐍴𐍵𐍶𐍷𐍸𐍹𐍺𐍻𐍼𐍽𐍾𐍿𐎀𐎁𐎂𐎃𐎄𐎅𐎆𐎇𐎈𐎉𐎊𐎋𐎌𐎍𐎎𐎏𐎐𐎑𐎒𐎓𐎔𐎕𐎖𐎗𐎘𐎙𐎚𐎛𐎜𐎝𐎞𐎟𐎠𐎡𐎢𐎣𐎤𐎥𐎦𐎧𐎨𐎩𐎪𐎫𐎬𐎭𐎮𐎯𐎰𐎱𐎲𐎳𐎴𐎵𐎶𐎷𐎸𐎹𐎺𐎻𐎼𐎽𐎾𐎿𐏀𐏁𐏂𐏃𐏄𐏅𐏆𐏇𐏈𐏉𐏊𐏋𐏌𐏍𐏎𐏏𐏐𐏑𐏒𐏓𐏔𐏕𐏖𐏗𐏘𐏙𐏚𐏛𐏜𐏝𐏞𐏟𐏠𐏡𐏢𐏣𐏤𐏥𐏦𐏧𐏨𐏩𐏪𐏫𐏬𐏭𐏮𐏯𐏰𐏱𐏲𐏳𐏴𐏵𐏶𐏷𐏸𐏹𐏺𐏻𐏼𐏽𐏾𐏿𐐀𐐁𐐂𐐃𐐄𐐅𐐆𐐇𐐈𐐉𐐊𐐋𐐌𐐍𐐎𐐏𐐐𐐑𐐒𐐓𐐔𐐕𐐖𐐗𐐘𐐙𐐚𐐛𐐜𐐝𐐞𐐟𐐠𐐡𐐢𐐣𐐤𐐥𐐦𐐧𐐨𐐩𐐪𐐫𐐬𐐭𐐮𐐯𐐰𐐱𐐲𐐳𐐴𐐵𐐶𐐷𐐸𐐹𐐺𐐻𐐼𐐽𐐾𐐿𐑀𐑁𐑂𐑃𐑄𐑅𐑆𐑇𐑈𐑉𐑊𐑋𐑌𐑍𐑎𐑏𐑐𐑑𐑒𐑓𐑔𐑕𐑖𐑗𐑘𐑙𐑚𐑛𐑜𐑝𐑞𐑟𐑠𐑡𐑢𐑣𐑤𐑥𐑦𐑧𐑨𐑩𐑪𐑫𐑬𐑭𐑮𐑯𐑰𐑱𐑲𐑳𐑴𐑵𐑶𐑷𐑸𐑹𐑺𐑻𐑼𐑽𐑾𐑿𐒀𐒁𐒂𐒃𐒄𐒅𐒆𐒇𐒈𐒉𐒊𐒋𐒌𐒍𐒎𐒏𐒐𐒑𐒒𐒓𐒔𐒕𐒖𐒗𐒘𐒙𐒚𐒛𐒜𐒝𐒞𐒟𐒠𐒡𐒢𐒣𐒤𐒥𐒦𐒧𐒨𐒩𐒪𐒫𐒬𐒭𐒮𐒯𐒰𐒱𐒲𐒳𐒴𐒵𐒶𐒷𐒸𐒹𐒺𐒻𐒼𐒽𐒾𐒿𐓀𐓁𐓂𐓃𐓄𐓅𐓆𐓇𐓈𐓉𐓊𐓋𐓌𐓍𐓎𐓏𐓐𐓑𐓒𐓓𐓔𐓕𐓖𐓗𐓘𐓙𐓚𐓛𐓜𐓝𐓞𐓟𐓠𐓡𐓢𐓣𐓤𐓥𐓦𐓧𐓨𐓩𐓪𐓫𐓬𐓭𐓮𐓯𐓰𐓱𐓲𐓳𐓴𐓵𐓶𐓷𐓸𐓹𐓺𐓻𐓼𐓽𐓾𐓿𐔀𐔁𐔂𐔃𐔄𐔅𐔆𐔇𐔈𐔉𐔊𐔋𐔌𐔍𐔎𐔏𐔐𐔑𐔒𐔓𐔔𐔕𐔖𐔗𐔘𐔙𐔚𐔛𐔜𐔝𐔞𐔟𐔠𐔡𐔢𐔣𐔤𐔥𐔦𐔧𐔨𐔩𐔪𐔫𐔬𐔭𐔮𐔯𐔰𐔱𐔲𐔳𐔴𐔵𐔶𐔷𐔸𐔹𐔺𐔻𐔼𐔽𐔾𐔿𐕀𐕁𐕂𐕃𐕄𐕅𐕆𐕇𐕈𐕉𐕊𐕋𐕌𐕍𐕎𐕏𐕐𐕑𐕒𐕓𐕔𐕕𐕖𐕗𐕘𐕙𐕚𐕛𐕜𐕝𐕞𐕟𐕠𐕡𐕢𐕣𐕤𐕥𐕦𐕧𐕨𐕩𐕪𐕫𐕬𐕭𐕮𐕯𐕰𐕱𐕲𐕳𐕴𐕵𐕶𐕷𐕸𐕹𐕺𐕻𐕼𐕽𐕾𐕿𐖀𐖁𐖂𐖃𐖄𐖅𐖆𐖇𐖈𐖉𐖊𐖋𐖌𐖍𐖎𐖏𐖐𐖑𐖒𐖓𐖔𐖕𐖖𐖗𐖘𐖙𐖚𐖛𐖜𐖝𐖞𐖟𐖠𐖡𐖢𐖣𐖤𐖥𐖦𐖧𐖨𐖩𐖪𐖫𐖬𐖭𐖮𐖯𐖰𐖱𐖲𐖳𐖴𐖵𐖶𐖷𐖸𐖹𐖺𐖻𐖼𐖽𐖾𐖿𐗀𐗁𐗂𐗃𐗄𐗅𐗆𐗇𐗈𐗉𐗊𐗋𐗌𐗍𐗎𐗏𐗐𐗑𐗒𐗓𐗔𐗕𐗖𐗗𐗘𐗙𐗚𐗛𐗜𐗝𐗞𐗟𐗠𐗡𐗢𐗣𐗤𐗥𐗦𐗧𐗨𐗩𐗪𐗫𐗬𐗭𐗮𐗯𐗰𐗱𐗲𐗳𐗴𐗵𐗶𐗷𐗸𐗹𐗺𐗻𐗼𐗽𐗾𐗿𐘀𐘁𐘂𐘃𐘄𐘅𐘆𐘇𐘈𐘉𐘊𐘋𐘌𐘍𐘎𐘏𐘐𐘑𐘒𐘓𐘔𐘕𐘖𐘗𐘘𐘙𐘚𐘛𐘜𐘝𐘞𐘟𐘠𐘡𐘢𐘣𐘤𐘥𐘦𐘧𐘨𐘩𐘪𐘫𐘬𐘭𐘮𐘯𐘰𐘱𐘲𐘳𐘴𐘵𐘶𐘷𐘸𐘹𐘺𐘻𐘼𐘽𐘾𐘿𐙀𐙁𐙂𐙃𐙄𐙅𐙆𐙇𐙈𐙉𐙊𐙋𐙌𐙍𐙎𐙏𐙐𐙑𐙒𐙓𐙔𐙕𐙖𐙗𐙘𐙙𐙚𐙛𐙜𐙝𐙞𐙟𐙠𐙡𐙢𐙣𐙤𐙥𐙦𐙧𐙨𐙩𐙪𐙫𐙬𐙭𐙮𐙯𐙰𐙱𐙲𐙳𐙴𐙵𐙶𐙷𐙸𐙹𐙺𐙻𐙼𐙽𐙾𐙿𐚀𐚁𐚂𐚃𐚄𐚅𐚆𐚇𐚈𐚉𐚊𐚋𐚌𐚍𐚎𐚏𐚐𐚑𐚒𐚓𐚔𐚕𐚖𐚗𐚘𐚙𐚚𐚛𐚜𐚝𐚞𐚟𐚠𐚡𐚢𐚣𐚤𐚥𐚦𐚧𐚨𐚩𐚪𐚫𐚬𐚭𐚮𐚯𐚰𐚱𐚲𐚳𐚴𐚵𐚶𐚷𐚸𐚹𐚺𐚻𐚼𐚽𐚾𐚿𐛀𐛁𐛂𐛃𐛄𐛅𐛆𐛇𐛈𐛉𐛊𐛋𐛌𐛍𐛎𐛏𐛐𐛑𐛒𐛓𐛔𐛕𐛖𐛗𐛘𐛙𐛚𐛛𐛜𐛝𐛞𐛟𐛠𐛡𐛢𐛣𐛤𐛥𐛦𐛧𐛨𐛩𐛪𐛫𐛬𐛭𐛮𐛯𐛰𐛱𐛲𐛳𐛴𐛵𐛶𐛷𐛸𐛹𐛺𐛻𐛼𐛽𐛾𐛿𐜀𐜁𐜂𐜃𐜄𐜅𐜆𐜇𐜈𐜉𐜊𐜋𐜌𐜍𐜎𐜏𐜐𐜑𐜒𐜓𐜔𐜕𐜖𐜗𐜘𐜙𐜚𐜛𐜜𐜝𐜞𐜟𐜠𐜡𐜢𐜣𐜤𐜥𐜦𐜧𐜨𐜩𐜪𐜫𐜬𐜭𐜮𐜯𐜰𐜱𐜲𐜳𐜴𐜵𐜶𐜷𐜸𐜹𐜺𐜻𐜼𐜽𐜾𐜿𐝀𐝁𐝂𐝃𐝄𐝅𐝆𐝇𐝈𐝉𐝊𐝋𐝌𐝍𐝎𐝏𐝐𐝑𐝒𐝓𐝔𐝕𐝖𐝗𐝘𐝙𐝚𐝛𐝜𐝝𐝞𐝟𐝠𐝡𐝢𐝣𐝤𐝥𐝦𐝧𐝨𐝩𐝪𐝫𐝬𐝭𐝮𐝯𐝰𐝱𐝲𐝳𐝴𐝵𐝶𐝷𐝸𐝹𐝺𐝻𐝼𐝽𐝾𐝿𐞀𐞁𐞂𐞃𐞄𐞅𐞆𐞇𐞈𐞉𐞊𐞋𐞌𐞍𐞎𐞏𐞐𐞑𐞒𐞓𐞔𐞕𐞖𐞗𐞘𐞙𐞚𐞛𐞜𐞝𐞞𐞟𐞠𐞡𐞢𐞣𐞤𐞥𐞦𐞧𐞨𐞩𐞪𐞫𐞬𐞭𐞮𐞯𐞰𐞱𐞲𐞳𐞴𐞵𐞶𐞷𐞸𐞹𐞺𐞻𐞼𐞽𐞾𐞿𐟀𐟁𐟂𐟃𐟄𐟅𐟆𐟇𐟈𐟉𐟊𐟋𐟌𐟍𐟎𐟏𐟐𐟑𐟒𐟓𐟔𐟕𐟖𐟗𐟘𐟙𐟚𐟛𐟜𐟝𐟞𐟟𐟠𐟡𐟢𐟣𐟤𐟥𐟦𐟧𐟨𐟩𐟪𐟫𐟬𐟭𐟮𐟯𐟰𐟱𐟲𐟳𐟴𐟵𐟶𐟷𐟸𐟹𐟺𐟻𐟼𐟽𐟾𐟿𐠀𐠁𐠂𐠃𐠄𐠅𐠆𐠇𐠈𐠉𐠊𐠋𐠌𐠍𐠎𐠏𐠐𐠑𐠒𐠓𐠔𐠕𐠖𐠗𐠘𐠙𐠚𐠛𐠜𐠝𐠞𐠟𐠠𐠡𐠢𐠣𐠤𐠥𐠦𐠧𐠨𐠩𐠪𐠫𐠬𐠭𐠮𐠯𐠰𐠱𐠲𐠳𐠴𐠵𐠶𐠷𐠸𐠹𐠺𐠻𐠼𐠽𐠾𐠿𐡀𐡁𐡂𐡃𐡄𐡅𐡆𐡇𐡈𐡉𐡊𐡋𐡌𐡍𐡎𐡏𐡐𐡑𐡒𐡓𐡔𐡕𐡖𐡗𐡘𐡙𐡚𐡛𐡜𐡝𐡞𐡟𐡠𐡡𐡢𐡣𐡤𐡥𐡦𐡧𐡨𐡩𐡪𐡫𐡬𐡭𐡮𐡯𐡰𐡱𐡲𐡳𐡴𐡵𐡶𐡷𐡸𐡹𐡺𐡻𐡼𐡽𐡾𐡿𐢀𐢁𐢂𐢃𐢄𐢅𐢆𐢇𐢈𐢉𐢊𐢋𐢌𐢍𐢎𐢏𐢐𐢑𐢒𐢓𐢔𐢕𐢖𐢗𐢘𐢙𐢚𐢛𐢜𐢝𐢞𐢟𐢠𐢡𐢢𐢣𐢤𐢥𐢦𐢧𐢨𐢩𐢪𐢫𐢬𐢭𐢮𐢯𐢰𐢱𐢲𐢳𐢴𐢵𐢶𐢷𐢸𐢹𐢺𐢻𐢼𐢽𐢾𐢿𐣀𐣁𐣂𐣃𐣄𐣅𐣆𐣇𐣈𐣉𐣊𐣋𐣌𐣍𐣎𐣏𐣐𐣑𐣒𐣓𐣔𐣕𐣖𐣗𐣘𐣙𐣚𐣛𐣜𐣝𐣞𐣟𐣠𐣡𐣢𐣣𐣤𐣥𐣦𐣧𐣨𐣩𐣪𐣫𐣬𐣭𐣮𐣯𐣰𐣱𐣲𐣳𐣴𐣵𐣶𐣷𐣸𐣹𐣺𐣻𐣼𐣽𐣾𐣿𐤀𐤁𐤂𐤃𐤄𐤅𐤆𐤇𐤈𐤉𐤊𐤋𐤌𐤍𐤎𐤏𐤐𐤑𐤒𐤓𐤔𐤕𐤖𐤗𐤘𐤙𐤚𐤛𐤜𐤝𐤞𐤟𐤠𐤡𐤢𐤣𐤤𐤥𐤦𐤧𐤨𐤩𐤪𐤫𐤬𐤭𐤮𐤯𐤰𐤱𐤲𐤳𐤴𐤵𐤶𐤷𐤸𐤹𐤺𐤻𐤼𐤽𐤾𐤿𐥀𐥁𐥂𐥃𐥄𐥅𐥆𐥇𐥈𐥉𐥊𐥋𐥌𐥍𐥎𐥏𐥐𐥑𐥒𐥓𐥔𐥕𐥖𐥗𐥘𐥙𐥚𐥛𐥜𐥝𐥞𐥟𐥠𐥡𐥢𐥣𐥤𐥥𐥦𐥧𐥨𐥩𐥪𐥫𐥬𐥭𐥮𐥯𐥰𐥱𐥲𐥳𐥴𐥵𐥶𐥷𐥸𐥹𐥺𐥻𐥼𐥽𐥾𐥿𐦀𐦁𐦂𐦃𐦄𐦅𐦆𐦇𐦈𐦉𐦊𐦋𐦌𐦍𐦎𐦏𐦐𐦑𐦒𐦓𐦔𐦕𐦖𐦗𐦘𐦙𐦚𐦛𐦜𐦝𐦞𐦟𐦠𐦡𐦢𐦣𐦤𐦥𐦦𐦧𐦨𐦩𐦪𐦫𐦬𐦭𐦮𐦯𐦰𐦱𐦲𐦳𐦴𐦵𐦶𐦷𐦸𐦹𐦺𐦻𐦼𐦽𐦾𐦿𐧀𐧁𐧂𐧃𐧄𐧅𐧆𐧇𐧈𐧉𐧊𐧋𐧌𐧍𐧎𐧏𐧐𐧑𐧒𐧓𐧔𐧕𐧖𐧗𐧘𐧙𐧚𐧛𐧜𐧝𐧞𐧟𐧠𐧡𐧢𐧣𐧤𐧥𐧦𐧧𐧨𐧩𐧪𐧫𐧬𐧭𐧮𐧯𐧰𐧱𐧲𐧳𐧴𐧵𐧶𐧷𐧸𐧹𐧺𐧻𐧼𐧽𐧾𐧿𐨀𐨁𐨂𐨃𐨄𐨅𐨆𐨇𐨈𐨉𐨊𐨋𐨌𐨍𐨎𐨏𐨐𐨑𐨒𐨓𐨔𐨕𐨖𐨗𐨘𐨙𐨚𐨛𐨜𐨝𐨞𐨟𐨠𐨡𐨢𐨣𐨤𐨥𐨦𐨧𐨨𐨩𐨪𐨫𐨬𐨭𐨮𐨯𐨰𐨱𐨲𐨳𐨴𐨵𐨶𐨷𐨹𐨺𐨸𐨻𐨼𐨽𐨾𐨿𐩀𐩁𐩂𐩃𐩄𐩅𐩆𐩇𐩈𐩉𐩊𐩋𐩌𐩍𐩎𐩏𐩐𐩑𐩒𐩓𐩔𐩕𐩖𐩗𐩘𐩙𐩚𐩛𐩜𐩝𐩞𐩟𐩠𐩡𐩢𐩣𐩤𐩥𐩦𐩧𐩨𐩩𐩪𐩫𐩬𐩭𐩮𐩯𐩰𐩱𐩲𐩳𐩴𐩵𐩶𐩷𐩸𐩹𐩺𐩻𐩼𐩽𐩾𐩿𐪀𐪁𐪂𐪃𐪄𐪅𐪆𐪇𐪈𐪉𐪊𐪋𐪌𐪍𐪎𐪏𐪐𐪑𐪒𐪓𐪔𐪕𐪖𐪗𐪘𐪙𐪚𐪛𐪜𐪝𐪞𐪟𐪠𐪡𐪢𐪣𐪤𐪥𐪦𐪧𐪨𐪩𐪪𐪫

FRANCISCO'S LAMENT

2nd-level Divination

Casting Time: 1 Action
Range: Touch
Components: S, M (a golden wire)
Duration: Concentration, up to 1 minute
Classes: Druid, Ranger, Witch

As you touch a target creature your fates are intertwined for the duration of the spell. Whenever either of you rolls a d20, roll 2 d20s. The creature who initially rolled can choose which result they want to use and the other creature must take the other result for their next roll instead of rolling. Additionally, while under the effect of this spell you and the target creature can not gain advantage or disadvantage on your rolls.

GAMBLER'S EYE

1st-level Divination

Casting Time: 1 Action (ritual)
Range: Self
Components: M (a scrap of parchment dipped in oil and one Gold coin)
Duration: 1 Hour
Classes: Bard, Sorcerer, Witch, Wizard

For the duration, you can see both sides of any object that is an inch thick or thinner within 10 feet. You can only actively read or look at one side of the object at a time and it takes about 1 minute to read one page of text. This spell fails to work if the object has any amount of lead in it.

At Higher Levels. When you cast this spell using a 2nd-level spell slot, the duration is 2 hours. When you cast this spell using a 3rd-level spell slot, the duration is 4 hours. When you cast this spell using a 4th-level spell slot, the duration is 8 hours. When you cast this spell using a 5th-level spell slot, the duration is 24 hours.

GASTRAL DECAY

3rd-level Necromancy

Casting Time: 1 Action
Range: Touch
Components: S
Duration: Instantaneous
Classes: Cleric, Druid, Warlock, Witch, Wizard

You fill a target with burning decay that attempts to eat them from the inside out. The target must make a Constitution saving throw, on a failure they take 5d10 necrotic damage and have disadvantage on ability saves until the end of their next turn. On a success, they take half as much damage.

GLIDE

1st-level Transmutation

Casting Time: 1 Action
Range: Touch
Components: V, S, M (a bird bone)
Duration: 1 Minute
Classes: Druid, Ranger, Witch

As you touch a creature they gain the ability to glide through the air. For the duration of the spell whenever they fall 10 feet they can choose to move 60 feet in any direction except up.





Unless you specifically move downwards the speed of affected creature's descent slows to 10 feet per round. If the creature lands on the ground while the spell is still active they must make a Dexterity saving throw. On a failure, the creature takes 5d6 bludgeoning damage. On a success, no damage is taken.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage decreases by 1d6 for each slot level above 1st. Additionally, for each slot level above 1st, you can target an additional creature.

GUT'S INSTINCT

3rd-level Divination

Casting Time: 10 Minutes (ritual)
Range: Self
Components: V, S, M (The intestines of a creature)
Duration: Instantaneous
Classes: Cleric, Druid, Ranger, Warlock, Witch

Through the powers of haruspicy, you are able to divine information about the world around you. You ask a single question concerning a specific person or creature. The DC of this is determined by the type of intestines you have.

DC Type of Intestines

10	Intestines belonging to the specific person or creature.
15	Intestines belonging to the same species as the person or creature.
20	Intestines belonging to any creature.

The type of question determines whether you are rolling normally, with advantage, or disadvantage. If you only want a vague feeling or omen, roll with advantage. To ask a single yes or no question, roll normally. To have a question answered clearly and specifically, roll with disadvantage. The creature's intestines are not consumed up by the spell and don't have to be removed from the creature, though they must be visible.

HEMOHAIL

2nd-level Enchantment

Casting Time: 1 Action
Range: 30 Feet
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Warlock, Witch, Wizard

Until the end of the spell, a creature of your choice starts sweating blood that freezes and bursts on their skin. The target creature must make a Constitution saving throw or take 1d8 necrotic damage, additionally, each creature within 5 feet of the target must make a Dexterity saving throw or take 2d4 piercing damage.

At the end of each of its turns, the target can make another Constitution saving throw. On a failure, they take an additional 1d8 necrotic damage and each creature within 5 feet must make a Dexterity saving throw or take 2d4 damage. On a success, the spell ends.

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HIDDEN HALLWAYS

6th-level Conjuration

Casting Time: 1 Minute
Range: Touch
Components: V, S, M (oils worth 500 gp)
Duration: Until Dispelled
Classes: Druid, Witch

You can create a network of portals that you can traverse the world with. You must cast this spell on an arch-shaped structure or a doorway, when you do, you open a portal that lasts for 1 minute. This portal goes to a doorway of your choosing that is on the same plane and that you have cast this spell on before.

Your marked doorways last until dispelled. Even while the portals are not active, these doorways are easily seen, as they have a unique mark that designates it part of your network. If the doorway is destroyed, it is removed from your selectable locations.

At Higher Levels. If you cast this spell at 9th level, you can choose locations on different planes.

HIDDEN TRIPLINE

3rd-level Conjuration

Casting Time: 1 Minute (ritual)
Range: Touch
Components: S, M (a foot of twine)
Duration: 8 Hours
Classes: Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Witch, Wizard

As you cast this spell touch a point on the ground and select an additional point up to 10 feet away. This creates an invisible cable between the two points at ankle height. For the duration of the spell, any creature passing across the line must make a Dexterity saving throw. On a failure, the creature falls prone. On a success, the spell has no effect on the creature and they are immune until the spell ends. A creature that can see invisibility or is flying is immune to the spell's effect.

ICE FIELD

3rd-level Conjuration

Casting Time: 1 Action
Range: 90 Feet
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Druid, Ranger, Witch

Slick ice covers the ground in a 20-foot square centered on a point within range and turns it into difficult terrain for the duration.

When the ice appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or begins its turn there must also succeed on a Dexterity saving throw or fall prone.

Additionally, you can use a bonus action to cause a 5-foot wide by 10-foot tall spike of ice to erupt from any point in the area of effect. If a creature is standing in the same space as an ice spike when it is created, they take 1d12 piercing damage and are pushed back 5 feet. These spikes remain in place for the duration of the spell.

ILIA'S ACHROMATIC ORBS

7th-level Evocation

Casting Time: 1 Action
Range: Self (90-foot Cone)
Components: V, S
Duration: Instantaneous
Classes: Cleric, Witch

Hundreds of small swirling black, white, and clear orbs shoot from your hand. Each orb has a different power and purpose. Each creature in a 90-foot cone must make a Dexterity saving throw. For each creature who fails their save, roll a d4 to determine which effect that creature suffers:

◇ **White:** The target takes 4d12 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage.

◇ **Black:** The target takes 4d12 necrotic damage, additionally the target can not benefit from magical healing until the end of its turn.

◇ **Clear:** The target takes 4d12 force damage and is pushed back 10 feet.

◇ **Special.** The target is struck by two orbs. Roll twice more, rerolling any 4s.

ILIA'S ACHROMATIC WALL

9th-level Abjuration

Casting Time: 1 Action

Range: 60 Feet

Components: V, S

Duration: Until Dispelled

Classes: Cleric, Witch

A dull, black and white plane of energy and force is created at a point you choose within range. The wall appears in any orientation you choose and does not have to be placed on the ground or a wall. The wall can be made up to 90 feet long, 30 feet high, and 1/2 inch thick. Alternatively, you can shape the wall into a sphere up to 30 feet in diameter centered on a point you choose within range.

The wall remains in place for the duration. If you position the wall so that it passes through a space occupied by a creature, the creature is pushed to one side of the wall (your choice which side). The wall reduces bright light to dim light out to a range of 100 feet and dim light to darkness for an additional 100 feet. You and creatures you designate at the time you cast the spell can pass through and remain near the wall without harm. Anything viewed through the wall appears in black and white instead of color.

The wall has 3 stages that must each be dealt with individually if a creature is trying to pass through or destroy the wall. Once a stage is destroyed, it remains so for 1d4 rounds and then returns.

The first stage is the clear encasing of force that protects the wall. While this stage exists nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by *dispel magic*. A *disintegrate* spell destroys the stage instantly. The wall

also extends into the Ethereal Plane, blocking ethereal travel through the wall. Additionally, while this stage remains, the wall is immune to the effects of an *antimagic field*.

If a creature attempts to pass through the wall after the first stage is destroyed they take 10d12 radiant damage and must make a Wisdom saving throw. On a failed save, the creature can not benefit from healing from any source for 3d8 hours. If a spell that can return a creature to life (*revivify*, *raise dead*, *reincarnate*, *resurrection*, or *true resurrection*) is cast upon the wall, the second stage is destroyed.

If a creature attempts to pass through the wall after the second stage is destroyed they take 10d12 necrotic damage and must make a Constitution saving throw. On a failed save they have the poisoned condition for 24 hours or until a *greater restoration* or *remove curse* is used. If 50 points of healing are administered to the wall, this stage fails and the wall is dispelled.

ILIA'S MONOCHROMATIC RAY

1st-level Evocation

Casting Time: 1 Action

Range: 120 Feet

Components: V, S, M (a crystal cylinder worth at least 50 gp)

Duration: Instantaneous

Classes: Cleric, Paladin, Witch

You shoot a ray of energy at a creature that you can see within range. You choose radiant, necrotic, or force for the type of ray, and then make a ranged spell attack against the target. If the attack hits, the creature takes 4d6 damage of the type you chose.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

ILL OMENS

7th-level Enchantment

Casting Time: 1 Hour (ritual)
Range: Unlimited (Same Plane)
Components: V, S, M (a doll and high-quality oils costing 500gp)
Duration: Until Dispelled
Classes: Druid, Cleric, Warlock, Witch

As you cast this spell, shadows weave in and out of the fabric of the doll as the oils seep into it. Upon completion of the spell, the doll vanishes and appears anywhere on the same plane of existence as you. This location must be known to you. The spell lasts until the doll is dispelled. The doll moves and hides from detection in a 100-foot radius during the duration of the spell. A sense of dread and twisting shadows blanket a 1-mile radius of where you sent the doll. If the doll leaves the 100-foot radius the doll randomly reappears in the 100-foot radius after 1 hour.

If the doll is fully submerged in holy water or consecrated the doll becomes lifeless again and the spell ends. While the doll is active, every time a creature attempts to take a short or long rest in a 1-mile radius they must make a Wisdom saving throw against your spell save DC. On a failure, they are tormented by visions of the doll and of you and thus are unable to gain the benefits of a rest. On a success, they are immune to the spell's effect for 24 hours.

The doll is a Tiny Construct, has 5 hit points, AC of 14, has a +10 to stealth, and a speed of 20 feet. If the doll drops to 0 hit points, the doll regenerates in the 100-foot radius in 24 hours.



INCANTATION OF BONE

3rd-level Necromancy

Casting Time: 1 Action (ritual)
Range: Touch
Components: V, M (a corpse of a Small, Medium, or Large creature)
Duration: Until Dispelled
Classes: Cleric, Warlock, Witch, Wizard

Upon touching the corpse of a creature of appropriate size, its flesh and bones rip from the carcass to form a cage. When you cast this spell you can choose yourself or a target creature within 30 feet. If the creature is unwilling they can make a Dexterity saving throw to avoid the cage from forming around them. On a failure, a creature is considered grappled. A creature grappled in this way has resistance to non-magical damage, has a minimum AC of 17, and gains 15 temporary hit points as the bone cage forms around them.

As an action, you can command the cage to tighten, causing the creature currently in the cage to make a Strength saving throw. On a failure they are restrained; on a success, they resist the tightening of the cage.

If a creature is restrained within the cage you can use an action to fully tighten the cage. A creature within must make a Strength saving throw; on a failure they are incapacitated until the spell ends. On a success, the cage fails to tighten further.

As an action, you can dispel the spell. If the creature within the cage loses their temporary hit points, the spell ends.

A cage can only contain a single creature of the same size or smaller as the corpse from which it is made.

At Higher Levels. for each spell slot above 3rd level, the cage grants an additional 10 temporary hit points and its minimum AC increases by 1.

INCANTATION OF EXHAUSTION

4th-level Necromancy

Casting Time: 1 Action
Range: 120 Feet
Components: V
Duration: Instantaneous
Classes: Druid, Warlock, Witch

With a few words, you drain a target of their energy. The target must make a Constitution saving throw, gaining 1 level of exhaustion on a failure. On a success, the spell has no effect.

At Higher Levels. You can target an additional creature for each slot level above 4th level.

INFECTIOUS MESSAGE

4th-level Enchantment

Casting Time: 1 Action (ritual)
Range: 90 Feet
Components: V, M (A worm)
Duration: 1 Week
Classes: Bard, Witch, Wizard

You send a short message of twenty-five words or less to a creature that you can see. Every hour while they are conscious they hear your voice relaying the message in their head. Any creature that an affected creature comes into physical contact with must make a Wisdom saving throw, on a failure they also become affected by this spell, hearing the same message every hour in your voice. This spell does not affect the creature's ability to sleep or meditate. If the initial target creature dies, the effect on the original creature is dispelled, or a week passes, the spell ends for every creature affected.

INSULT TO INJURY

2nd-level Enchantment

Casting Time: 1 Reaction, when a creature within 60 feet drops to 0 hit points
Range: 60 Feet
Components: V
Duration: Instantaneous
Classes: Bard, Warlock, Witch

When a creature within range drops to 0 hit points you can use your reaction to sling an enchanted insult to their failure. The creature takes 1 point of psychic damage.

JAMEY'S REANIMATED PROSTHETIC

3rd-level Necromancy

Casting Time: 1 Minute (ritual)
Range: 30 Feet
Components: V, S, M (a corpse)
Duration: Until Dispellled
Classes: Cleric, Warlock, Witch, Wizard

This spell creates several undead servants or animates a detached limb. Choose a corpse of a Medium or Small creature within range and choose if you want servants or a prosthetic.

If you choose servants then the limbs and organs of the creature reanimate and burst from the body creating a Medium swarm of undead viscera imbued with unnatural life. This swarm can occupy another creature's space and vice versa, can move through any opening large enough for a Tiny creature, can't regain hit points, or gain temporary hit points. The swarm has the following ability scores and modifiers: Str 12(+1), Dex 14 (+2), Con 11, Int 3 (-4), Wis 6(-2), Cha 4 (-3). The swarm is immune to poison damage, being charmed, exhaustion, poisoned, paralyzed, petrified, frightened, prone, restrained, or stunned. The swarm has resistance to any attack that targets a single creature. When attacking, the swarm uses the caster's spell attack to hit and deals 1d8 necrotic damage on a hit. Once reduced to 0 hit points, the swarm explodes dealing 2d10 force

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damage to each creature within 10 feet and is dispelled. The swarm does not need to eat, sleep, or drink to survive. If you cast this spell again, the previous swarm is reduced to 0 hit points.

You can control the swarm using a bonus action to issue simple commands while within 60 feet which the swarm will complete to the best of its ability.

Alternatively, you can reanimate a single limb of a creature the same size and creature type as another target creature that is missing a corresponding limb (a beast to beast or humanoid to humanoid). The limb fuses to the target creature dealing 2d4 necrotic damage. Once the limb is fused, it functions as if the limb was the natural limb, any natural weapons that the new limb has can be used by the creature it is fused to. Every 24 hours that the limb is attached, the creature it is fused to must make a Constitution saving throw with a DC 10 or else the limb falls off dealing 2d4 necrotic damage. If the limb is dispelled it falls off without doing damage.

JUNIA'S HEX OF THE HORSEMEN

6th-level Conjuration

Casting Time: 1 Action

Range: Self

Components: S, M (a pestle)

Duration: Instantaneous

Classes: Druid, Warlock, Witch

As you cast this spell you summon 3 spectral horsemen and point in what direction each of them should ride out. Each horseman has a range of a line 15-feet wide and 100-feet long, each creature in range takes damage corresponding to which horseman they are affected by. You can choose 3 different lines or choose all 3 horsemen to follow the same path. Any creature affected by a horseman must make a Dexterity saving throw, or take the damage associated with that horseman. A creature takes no damage on a successful save.

The White Horseman of Dawn deals 3d8 radiant damage to each creature, the Red Horseman of the Sun deals 3d8 fire damage to each creature, and the Black Horseman of Midnight deals 3d8 necrotic damage to each creature.

K'ERRAHN'S BRINE

3rd-level Transmutation

Casting Time: 1 Minute

Range: Touch

Components: V, S, M (saltwater)

Duration: Concentration, up to 1 hour

Classes: Druid, Ranger, Witch

When you cast this spell you turn a 10-foot by 10-foot cube of water into a deadly liquid that drains the life force from any living creature that passes through it. When you transform the liquid, each creature in it must make a Constitution saving throw. A creature takes 3d8 necrotic damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time or ends its turn there. Any water taken out of the affected area is no longer affected by the spell.

Alternatively, you can use this spell to transform the water inside of a crystal vial worth 25 gp. When you do, the vial takes on the appearance of a healing potion and if drank, the creature must make a Constitution saving throw. On a failure, they take 8d6 necrotic damage, half as much on a success. Additionally, the spell doesn't need concentration and the duration lasts 7 days. If the vial is thrown on a creature, make a ranged spell attack against a creature. On a success, the target takes 2d8 necrotic damage.

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LIBERATION FROM FLESH

5th-level Necromancy

Casting Time: 1 Action

Range: Touch

Components: V, S, M (bone wrapped in leather)

Duration: Concentration, up to 1 minute

Classes: Cleric, Warlock, Witch, Wizard

You animate and command the skeleton of a living humanoid to attempt to violently tear free from its body. When you cast this spell, the target must make a Constitution saving throw. On a failure, the target takes 2d12 necrotic damage; on a success, the spell ends.

At the start of each of the targets turns they make a Constitution saving throw, on a failure they take 5d6 slashing damage, half as much on a successful save.

A humanoid killed by this spell rises at the start of your next turn as a skeleton that is permanently under your command, following your verbal orders to the best of its ability.

LIMB OF THE BETRAYER

4th-level Enchantment

Casting Time: 1 Action

Range: 60 Feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Warlock, Witch, Wizard

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or you take control of a limb attached to that creature for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

For the spell's duration, you have a telepathic link to one of their limbs as long as you are the same plane. You can use this telepathic link to issue commands to the creature's limb, which it does its best to obey.

You can specify a simple or general course of action depending on the limb affected,

such as Choke yourself or Drop your weapon if controlling an arm or Go Limp or Kick yourself if controlling a leg. If the order and doesn't receive further direction from you, it returns to the control of the creature.

You can use your action to take total and precise control of the limb. Until the end of your next turn, the limb takes only the actions you choose and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Any actions that are taken use the creature's stats.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

MANTLE OF THE DAMNED

7th-level Necromancy

Casting Time: 1 Action

Range: 60 Feet

Components: V, M (a ghoul's finger)

Duration: Instantaneous

Classes: Cleric, Warlock, Witch, Wizard

As you cast this spell any creature within 30 feet of a point you designate within range must succeed on a Constitution saving throw or take 5d10 necrotic damage, half as much on a successful save. Additionally, its hit point maximum is reduced by an amount equal to the damage taken. A creature who has their hit point maximum reduced to 0 dies.

Any creature killed by this spell is raised as a specter under the caster's control. They remain under the caster's control until they finish a long rest.

MARK

Cantrip Enchantment

Casting Time: 1 Action
Range: Touch
Components: V, S
Duration: Until Dispelled
Classes: Bard, Sorcerer, Warlock, Witch, Wizard

As you touch a creature, object, or designate a space, softly glowing symbols of your choosing appear. These symbols can be a personal rune or sigil, up to six words, or a small simple image. After 1 minute the symbols become invisible.

Anything that allows a creature to see invisibility also allows the creature to see the symbols. If the spell *detect magic* is cast, the runes become visible to all creatures within 30 feet during *detect magic's* duration.

If the symbols are placed on a living being, the spell is dispelled in a week.

Leveling. At 5th level, the symbols remain on a living being for a month, at 11th, a year, and at 17th until dispelled.

MASS ROT

5th-level Necromancy

Casting Time: 1 Action
Range: 60 Feet
Components: V, S
Duration: Instantaneous
Classes: Cleric, Druid, Warlock, Witch

A sickly green blob of energy shoots from your open palm to a point you choose within range and then impacts into a mist of rotting bile. Each creature within a sphere with a 15-foot radius that is centered on the targeted point must make a Constitution saving throw.

A target caught within the radius takes 5d10 necrotic damage on a failed save, or half as much damage on a successful one. The mist is unimpeded by obstacles. If a plant creature or a magical plant is affected by the spell, it makes the saving throw with

disadvantage, and the spell deals maximum damage to it. A nonmagical plant that isn't a creature doesn't make a saving throw and instead withers and dies.

Additionally, if a target fails their save, any food that they are carrying is rendered inedible unless it is in a magical container.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

MASS UNMAKING

8th-level Transmutation

Casting Time: 1 Action
Range: Self
Components: V, S, M (a vial of acid)
Duration: Concentration, up to 1 minute
Classes: Druid, Witch, Wizard

You radiate an aura of sickly green energy in a radius of 30 feet. Any creature apart from yourself must make a Constitution saving throw, on a failure the very composition of their being starts to change into a jelly-like black ichor, on a success the creature is not affected by the spell.

While the target remains within 30 feet of you they take 1d10+10 acid damage at the start of each of their turns and must make an additional Constitution saving throw. On a failure the creature becomes paralyzed from racking pain throughout their body as portions of their flesh fall away from itself, on a success, they resist the paralyzing effect for the turn.

If damage from this spell reduces the target to 0 hit points, it is liquidated. A liquidated creature is reduced to a puddle of black sticky goo that forms into a black pudding in 1d4 turns. The black pudding is controlled by the GM and will attack any creature it sees.

A creature killed by this spell can be restored to life only by means of a *true resurrection* or a *wish* spell.

If a creature leaves the aura or passes their initial save they are unaffected by the spell for the remainder of its duration, even if they move back into the aura.

MATOSWAY'S BEASTIAL REVIVAL

2nd-level Conjuration

Casting Time: 1 Action

Range: 60 Feet

Components: V, S, M (a piece of the creature you wish to summon)

Duration: Concentration, up to 1 hour

Classes: Druid, Ranger, Witch

When you cast this spell you hold up a body part of a beast or monstrosity that has a CR of 1 or less and it flies to a point you designate within range. After reaching the destination a creature is summoned corresponding to the body part used. When you summon it and on each of your turns thereafter, you can issue a verbal command to it. It follows your commands to the best of its ability and if no command is issued the creature will attack any creature attacking you.

If the summoned creature is reduced to 0 hit points, you lose concentration, or it is dispelled, the creature vanishes and the body part used is destroyed. If the duration of the spell runs out the creature vanishes but the material component is not consumed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the challenge rating increases by 1 for each slot level above 2nd.

MEDEA'S CROWN

2nd-level Enchantment

Casting Time: 1 Action (ritual)

Range: Touch

Components: S

Duration: Until Dispellled

Classes: Warlock, Witch

When you cast this spell touch an object weighing less than 5 pounds. The next creature to touch the object must make a Dexterity saving throw. On a failure, the item fuses to the creature dealing 2d6 fire damage. On a success, the creature avoids the item fusing to them and the spell ends. At the end of each of the affected creature's turn, they

take an additional 2d6 fire damage. A creature can use its action to rip the item off of its skin ending the spell.

MEDEA'S INSANITY

4th-level Enchantment

Casting Time: 1 Action

Range: 90 Feet

Components: V, S, M (a honey badger paw)

Duration: Concentration, up to 1 minute

Classes: Bard, Warlock, Witch

As you cast this spell, point to a location within range. Each creature within 30 feet of that point must make a Wisdom saving throw. On a failure, the creature is charmed and they must either use its reaction to attack a creature within 5 feet or take 3d6 psychic damage. On a success, they are not affected by this spell. Creatures immune to being charmed aren't affected by this spell.

For the duration, any charmed creature must use their reaction at the start of their turn to attack a creature within 5 feet or take 3d6 psychic damage. At the end of each charmed creature's turn, they may make a Wisdom saving throw. On a success, they are no longer affected by the spell.

MEDEA'S SLUMBER

2nd-level Enchantment

Casting Time: 1 Action

Range: 30 Feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Druid, Warlock, Witch

As you cast this spell, point to a target creature forcing it to make a Wisdom saving throw. On a failure, the creature falls unconscious. On a success, the spell ends. The unconscious creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Additionally, the spell ends if the sleeper takes damage or someone uses an action to wake them. Undead and creatures immune to being charmed aren't affected by this spell.

NEWT'S ACCELERATED DECOMPOSITION

Cantrip Transmutation

- **Casting Time:** 1 Action
- **Range:** Touch
- **Components:** S
- **Duration:** Concentration, up to 1 hour
- **Classes:** Cleric, Druid, Warlock, Witch

As you touch a creature that has less than its maximum hit point, worms and fungi spontaneously grow and sprout from its wounds. The creature must make a Constitution saving throw, and on a failure, take 2d4 necrotic damage. On a success, the spell ends. At the start of each of an affected creature's turns, they must make an additional Constitution saving throw and on a failure taking an additional 1d4 necrotic damage. If the creature succeeds its saving throw, is more than 5 feet away from the caster at the start of their turn, or you lose concentration, the spell ends.

Alternatively, if you cast this spell on a corpse of a creature or hold concentration on a creature killed by this spell for the rest of the duration, the corpse is nearly completely decomposed by the spell leaving bones, a few colorful flowers, mushrooms, and a host of worms. The creature can be restored to life only by means of a *reincarnate*, *resurrection*, *true resurrection*, or *wish* spell.

Leveling. Both of this spell's damage increases by 1d4 when you reach 5th level (3d4 and 2d4), 11th level (4d4 and 3d6), and 17th level (5d4 and 4d6).

NOTHRIM'S NOTORIOUS GLITTER BOMB

3rd-level Evocation

- **Casting Time:** 1 Action
- **Range:** 15 Feet
- **Components:** S, M (a pinch of dust)
- **Duration:** Concentration, up to 1 minute
- **Classes:** Bard, Sorcerer, Witch, Wizard

As you cast this spell the dust in your hand shoots out towards the target creature's eyes. The targeted creature must make a Constitution saving throw, on a failure they become blinded for the duration and the next attack against the creature is made at advantage. On a success, the spell has no effect. At the end of the target creature's turn, they can make an additional Constitution saving throw, on a success, the spell ends. Additionally, a *lesser restoration* or *remove curse* can end the spell.

ORATOR'S AID

1st-level Conjuraton

- **Casting Time:** 1 Action (ritual)
- **Range:** 15 Feet
- **Components:** V, M (paper and a quill)
- **Duration:** 1 Hour
- **Classes:** Bard, Cleric, Paladin, Sorcerer, Warlock, Witch, Wizard

This spell creates a mindless servant, a small creature made of shadowy material that takes the quill and paper that you give it and writes down anything that is said. This servant is summoned into existence in an unoccupied space that you can see within range and remains where you place it for the duration.

This does not have to be on the ground. When you cast this spell, specify a language. Anything that is verbally said that a passive perception of 12 can hear is recorded upon the parchment that you give the creature. The creature translates everything said into the language that you specified as directly as possible. This creature can not decode secret

messages. The creature will denote who says what based on if you know the names of the creatures speaking. If you do not know the name of the speaking creature, it is recorded with a question mark.

For every 10 minutes that the creature is recording what is being said, you must supply it another piece of parchment, alternatively, if there is a stack of parchment within 5 feet it will take from that supply.

You can use this servant to record spells into a spellbook if a spell is cast within 30 feet of the creature. You must still supply the special inks (the gold associated with copying spells) which are consumed by the spell. It still requires 2 hours per spell level of the spell cast.

At Higher Levels. For each spell slot above 1st level that this spell is cast the duration of this spell doubles.

PHANTOM CARRIAGE

5th-level Illusion

Casting Time: 1 Action (ritual)
Range: 30 Feet
Components: V, S, M (a horse bit)
Duration: Concentration, up to 8 hours
Classes: Witch, Wizard

An odd carriage-like vehicle appears on the ground in an unoccupied space of your choice within range, the area must be at least 15-foot by 10-foot. You decide the carriage's appearance, but it has an enclosed cabin for 6 medium-sized creatures and a bench that fits 2 medium-sized creatures. In front of the carriage are 6 horse-like creatures that pull the vehicle with ghostly chains.

For the Duration, as long as you are on the same plane you can control the carriage with a telepathic link. The carriage has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. When the spell ends, the carriage gradually fades, giving the passengers 1 minute to dismount. The spell ends if you use an action to dismiss it or if the carriage takes any damage.

PLAGUE OF SILENCE

7th-level Enchantment

Casting Time: 1 Hour (ritual)
Range: Touch
Components: S, M (a small decorated metal box worth 500 gp)
Duration: Until Dispelled
Classes: Witch

When you cast this spell you enchant a specially prepared metal box that you touch. When this box is first opened, anyone within 5 miles must make a Wisdom saving throw. On a failure, they lose the ability to speak for the spell duration. On a success, they are immune to the effects of the spell for 24 hours. Any spell that requires verbal components is impossible to cast for a creature so affected.

Each week the radius of the spell increases by 5 miles and the box opens again, attempting to take more voices. If the box is destroyed, the enchantment is dispelled and the spell ends. The box has an AC of 10 and 5 hit points. An affected creature innately knows the direction of the box holding their voice.

PLANAR TERRAFORMATION

9th-level Conjuration

Casting Time: 1 Hour (ritual)
Range: Unlimited
Components: V, S, M (a spear made of crystal attuned to a plane worth 20000 gp)
Duration: Until Dispelled
Classes: Cleric, Druid, Warlock, Witch, Wizard

Upon casting this spell the spear appears on a different plane of existence. You can specify a target destination on this plane in general terms, at the GM's discretion. You must be familiar with the location you choose. When the spear appears on the target plane, it embeds itself into the ground and opens a portal that can fit Medium or smaller creatures between where you are standing and the spear. Additionally, within a mile around the spear counts as both the target plane

and the plane you cast the spell for purposes of determining what creatures are native to this location. A creature counts as being on its home plane within this radius if it is originally from either target planes.

Every week, the radius of this spell doubles and the portal increases in size to fit creatures 1 size category larger. If the spear is destroyed, the spell ends. The spear has 10 hit points and an AC of 5.

QUAKE

Cantrip Evocation

Casting Time: 1 Action
Range: 60 Feet
Components: V, M (a pinch of dirt)
Duration: 1 Round
Classes: Druid, Sorcerer, Warlock, Witch

You cause the earth to ripple and shake making a 5 foot by 5 foot part of the ground within range difficult terrain until the start of your next turn.

Additionally, if a creature was standing on that ground they take 1d4 bludgeoning damage and they must make a Dexterity saving throw or have their movement speed reduced by 10 until the start of their next turn.

Leveling. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d6), and 17th level (4d6). Additionally, at 5th, 11th, and 17th level you can target an additional section of 5-foot by 5-foot ground within range.

RAVICIOUS'S STONE OF ARDENT SLUMBER

5th-level Transmutation

Casting Time: Special
Range: Touch
Components: M (5 rare gems worth of a total of 1000 gp and one large flat stone)
Duration: Until Dispelled
Classes: Druid, Witch

When you cast this spell the gems and stone are bound to each other and runes start etching themselves into the stone. This process takes five hours, and at the end of each hour, you must make an ability check using your spellcasting ability with a DC of 13. After five successes, the gems inlay themselves into the stone providing space for five different creatures to place their hands upon the five shimmering silver gems. If you fail any of the ability checks while making the stone, the material components are wasted, and the stone turns to dust.

After the stone is made and while holding it, this spell can be cast without the material components and with a casting time of 1 action. When you do this, the stone gains a single charge. The stone can hold up to 5 charges.

To use the stone, you and up to four additional creatures can grasp onto the stone during a short rest. For each creature using the stone, a single charge is used, and each creature must make a Constitution saving throw with a DC of 13. Creatures that succeed receive the benefit of a long rest instead of a short rest.

Those who fail, fall unconscious for 8 hours or until either a *remove curse* or *greater restoration* is used to remove the effects of the spell. If a creature rolls a natural 1 on their Constitution saving throw, they drop to 0 hit points and must make death saving throws as the stone drains their energy. Creatures who die in this way can only be brought back with a *wish* spell.

If the stone is destroyed or lost, you must craft a new stone.

Handwritten notes in blue ink, possibly a list of numbers or symbols, including: 1072290: 72260: 2<7? 22, 40 2<0 ^L^A^A^0 VV 2<0 0L<C2 >2 2<0, 2442222206 5V^ 7L0506 5V270^

Handwritten notes in blue ink, possibly a list of numbers or symbols, including: 707246547740525. 5VA 740 70V200, 40 2<0 ^L^A^A^0 VV 2<0 0L<C2 >2 2<0, 2442222206 5V^ 7L0506 5V270^, 402407 74V^ 5VA6 0V70.



RELINQUISHMENT

5th-level Abjuration

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S, M (a broken chain)

Duration: Instantaneous

Classes: Bard, Cleric, Druid, Paladin, Witch, Wizard

Upon touching a target creature, you remove the charmed condition from them. If a spell was cast that requires the target to be charmed for the spell to function that spell ends as well.

Additionally, creatures affected by this spell are immune to the charm effect for 1 minute.

REPEAT

Cantrip Transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Until Dispellled

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Witch, Wizard

You can touch an object under 1 pound and perform a simple action, like a ladle stirring soup, lifting and dropping a pebble, or tapping a window. Whatever action you make the object perform, it will continue making that motion until dispelled or you end the spell as a free action. You can have 1 object enchanted in this way at a time.

Leveling. At 5th, 11th, and 17th level the total number of enchanted objects increases by 1.

RESTRICTIVE FLESH

4th-level Necromancy

Casting Time: 1 Action
Range: 30 Feet
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Druid, Warlock, Witch, Wizard

You attempt to turn one creature's own flesh against them. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to grow and callus quickly. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell, the spell ends. If it fails its saves three times, the creature is paralyzed and can no longer make saves against the spell.

If you maintain your concentration on this spell for the entire possible duration, the creature remains paralyzed until the effect is removed with a *lesser restoration* or a *greater restoration*.

ROT

2nd-level Necromancy

Casting Time: 1 Action
Range: 30 Feet
Components: V, S
Duration: Instantaneous
Classes: Cleric, Druid, Ranger, Warlock, Witch, Wizard

Make a ranged spell attack against a creature you can see and in range. On a successful hit, the target takes 4d6 necrotic damage as the skin of the target withers and falls away. If you target a plant creature or a magical plant, you make the spell attack at advantage, and the spell deals maximum damage to it.

A nonmagical plant that isn't a creature doesn't make a saving throw and instead withers and dies.

Additionally, if the target is carrying any nonmagical food, on a hit, the food is rendered inedible unless it is in a magical container.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d6 for each slot level above 2nd.

SAP

Cantrip Necromancy

Casting Time: 1 Action
Range: Touch
Components: V, S, M (a leach)
Duration: Instantaneous
Classes: Cleric, Druid, Warlock, Witch

You touch a creature and drain any passing vitality from it. Target creature must make a Constitution saving throw or lose half of its temporary hitpoints.

Leveling. At 5th level, the creature also takes 1d8 necrotic damage, at 11th 2d8 necrotic damage, and at 17th 3d8.

SCIDION'S TREACHERY

4th-level Transmutation

Casting Time: 1 Reaction, when you are dealt damage
Range: 60 Feet
Components: V, S, M (a piece of preserved mimic)
Duration: Instantaneous
Classes: Bard, Sorcerer, Warlock, Witch, Wizard

When a melee or ranged attack that would only target a single creature would deal damage to you, you can target the creature and cause their weapon to twist and turn, attacking them with the same ferocity they attacked with. The target creature must make a Dexterity saving throw, on a success

they drop their weapon and take no damage. On a failure, they take the same amount of damage that was dealt.

If the target creature attacks with a natural weapon they are considered grappled until the start of their next turn and they automatically fail their save.

SCRIBE

Cantrip Conjuration

Casting Time: 1 Action

Range: Touch

Components: M (a piece of paper)

Duration: Concentration, up to 1 hour

Classes: Bard, Cleric, Witch, Wizard

When you touch the piece of paper or parchment everything you say is written on it during the duration. For every 10 minutes of the spell, you must touch another piece of paper or parchment as the previous sheet fills up. If you fail to do this, the spell ends.

SECOND SIGIL OF ENDLESS FLESH

1st-level Necromancy

Casting Time: 1 Reaction, when you hit a creature with the spell *first sigil of endless flesh*

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Warlock, Witch, Wizard

When your flesh whip strikes a target you can use further magic to further animate it. The creature hit must make a Dexterity saving throw. On a failure, the limb plunges into their body dealing 2d6 piercing damage and the creature is restrained. On a success, the spell has no effect.

At the start of each of the affected creature's turns for the duration, they can make a Strength saving throw to attempt to remove the offending limb. If the creature succeeds, the spell ends.

If you are concentrating on the spell *first sigil of endless flesh* when you cast this spell you are counted as concentrating on both spells at once.

SINEWY SLED

3rd-level Necromancy

Casting Time: 1 Minute (ritual)
Range: Touch
Components: V, S, M (a splinter of wood from a wagon wheel)
Duration: 24 Hours
Classes: Sorcerer, Warlock, Witch, Wizard

This spell creates a sled made from undead flesh. Choose a Small, Medium, or Large corpse within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature as the sinew, flesh, and bones rearrange and form a solid platform with hundreds of miniature legs.

The sled can fit 2 Medium-sized creatures and carry up to 500 pounds. It has AC 10 and 1 hit point. Once on each of your turns as a bonus action, you can mentally command the sled to move. The sled has a move speed of 20 feet, a climb speed of 10 feet, and a swim speed of 15 feet.

Once you give the command, the sled performs the task to the best of its ability until it completes the task, then waits for your next command. You can only command the sled while within 60 feet of it. The sled is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain the control of the sled for another 24 hours, you must cast this spell on the sled again before the current 24-hour period ends. This use of the spell reasserts your control over the sled you have animated with this spell, rather than animating a new one. The spell ends if you use an action to dismiss it or if the sled takes any damage. When the spell ends, the viscera of the sled spreads over a 5-foot area.

If you cast this spell on a Large corpse the sled can carry 1000 pounds, on a Small corpse it only carries 250 pounds.

SLING

Cantrip Transmutation

Casting Time: 1 Bonus Action
Range: Touch
Components: S
Duration: 1 Round
Classes: Bard, Sorcerer, Witch, Wizard

You touch an object weighing 1 pound or less. Until the start of your next turn, you can use your reaction to fling the item at a target within 20 feet. When you do make a ranged spell attack against the target creature. On a hit, the target takes 1d6 piercing damage.

Leveling. at 5th level the damage increases to 2d6, at 11th level 3d6, and at 17th level the damage increases to 4d6.

SPECTERS' HISTORY

7th-level Divination

Casting Time: 1 Action (ritual)
Range: 30 Feet
Components: V
Duration: 10 Minutes
Classes: Bard, Cleric, Witch, Wizard

Upon speaking a specific time and day, the events that happened in a 100-foot sphere centered at a point of your choosing are re-enacted by ethereal ghostly specters. During the duration of the spell, you can walk around the scene as it plays out, pause, and rewind to any point that you have viewed already. When you cast this spell, it only shows events that happened from the moment you specified to 10 minutes past that moment.

Details are clear enough to portray what is happening, but not detailed enough you to read fine writing or make out minor features on creatures within the scene.

TRACKER'S PERIL

3rd-level Abjuration

- Casting Time:** 1 Action (ritual)
- Range:** Touch
- Components:** S, M (a vial of poison costing 100gp)
- Duration:** Concentration, up to 8 hours
- Classes:** Bard, Druid, Ranger, Witch

As you pour the poison into one of your footprints you, any vehicles, and any companion within 30 feet of you have protected tracks. Any creature that attempts to track you with mundane or magical means must make an Intelligence saving throw or take 2d10 psychic damage. On a successful save, the creature takes half as much damage. If a creature would take damage from this spell, you are instantly aware of how far away the creature is and how fast they are moving.

If a creature continues to track you or your companions after taking damage, they must make an additional Intelligence saving throw every 10 minutes spent tracking. Taking an additional 2d10 psychic damage on a failure.

TWISTED TONGUE

1st-level Enchantment

- Casting Time:** 1 Action
- Range:** 30 Feet
- Components:** S, M (a cat's tongue)
- Duration:** Concentration, up to 1 hour
- Classes:** Bard, Warlock, Witch, Wizard

A creature that you can see within range must make an Intelligence saving throw. On a failure, the target loses the ability to speak, read, and understand a single language of your choice for the duration. If a creature has more than one language, they can still communicate in their other known languages. If the creature lacks any other languages, they are unable to communicate verbally apart from simple grunts. These simple grunts are not enough for the verbal component of spells. You must know which language the target can speak before designating the language chosen, though you need not understand this language yourself.

At Higher Levels. For each spell slot above 1st level, you can choose an additional language to remove for the duration.



UMBRA KNIFE

Cantrip Illusion

Casting Time: 1 Bonus Action
Range: Self
Components: S
Duration: 1 Round
Classes: Sorcerer, Warlock, Witch, Wizard

You create a magic dagger out of the shadows around you. It counts as a simple melee weapon that you're proficient with. It deals 1d4 psychic damage, and has the finesse, light, and thrown properties (range 20/60). Any knives created in this way disappear at the start of your next turn.

Leveling. The spell's damage die increases by one at level 5 (2d4), 11 (3d4), and 17 (4d4).



UNMAKING

6th-level Transmutation

Casting Time: 1 Action
Range: Touch
Components: V, S, M (a vial of acid that costs 25 gp)
Duration: Concentration, up to 1 minute
Classes: Bard, Druid, Sorcerer, Warlock, Witch, Wizard

As you touch a target, they must make a Constitution saving throw. On a failure, the very composition of their body starts to change into a jelly-like black ichor, on a success the spell ends. While you maintain physical contact with the target, they take 1d10+20 acid damage at the start of their turn and must make an additional Constitution saving throw. On a failure, the target becomes paralyzed from racking pain throughout their body as portions of their flesh fall away from itself. On a success, they resist the paralyzing effect.

If damage from this spell reduces the target to 0 hit points, it is liquidated. A liquidated creature is reduced to a puddle of black sticky goo that forms into a black pudding in

1d4 turns. The black pudding is controlled by the GM and will attack any creature it sees. A creature killed by this spell can be restored to life only by means of a *true resurrection* or a *wish* spell.

The spell ends if the target moves outside of your reach, you lose concentration, or you are unable to physically touch them.

At Higher Levels. for each spell slot above 6th-level, you do an additional 10 points of acid damage at the start of each of the target's turns.

VIVISECTION

4th-level Conjuration

Casting Time: 1 Action

Range: Touch

Components: S, M (a piece of obsidian)

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger, Sorcerer, Warlock, Witch, Wizard

As you touch a living creature, thin shards of obsidian materialize and shoot towards the target. The target must make a Dexterity saving throw, on a success the spell ends. On a failure, the shards start removing the flesh from a creature in swaths, and at the start of each of the target's turns, they must make a Constitution saving throw. On a failure, they take 5d8 points of slashing damage, half as much on a successful save.

If the target drops to 0 hit points from damage dealt by this spell that target is reduced to 1 hit point instead. The spell ends if the creature drops to 1 hit point, if the creature falls unconscious, the creature is 10 or more feet away from you at the start of their turn, or the creature is no longer living.

At Higher Levels. The damage increases by 1d8 for each slot level above 4th.

WALL OF FLESH

6th-level Necromancy

Casting Time: 1 Action

Range: 120 Feet

Components: V, S, M (a severed hand)

Duration: Concentration, up to 10 minutes

Classes: Sorcerer, Warlock, Witch, Wizard

You create a wall of undulating, moaning, tangled bodies that try and pull in any nearby creatures. The wall appears within range on a solid surface and lasts for the duration. You can choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick. The wall blocks line of sight.

If a creature is in the path of the wall, ends its turn, or starts its turn within 5 feet of the wall the target must make a Strength saving throw. On a failed save the target is engulfed by the wall taking 4d10 bludgeoning damage. Additionally, an engulfed creature is restrained, blinded, and has total cover against attacks and other effects outside of the Wall. On a success, the creature is pushed 5 feet away from the wall.

Any creature that starts its turn engulfed by the wall must make a Constitution saving throw. On a failure, the creature takes 5d10 necrotic damage as they start becoming part of the wall. On a success, they take half as much damage.

A creature can break free from the wall by using their action to make a Strength saving throw. On a success, they appear on their choice of either side of the wall.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, both types of damage increase by 1d10 for each slot level above 6th.



WEIRD RECONSTITUTION

1st-level Evocation

Casting Time: 1 Action
Range: 60 Feet
Components: V, S
Duration: Instantaneous
Classes: Warlock, Witch, Wizard

You attempt to force a target creature's body back together by flooding it with raw arcane power. The targeted creature must make a Constitution saving throw. On a failure, their body doesn't fight the surge of magic and the target regains 2d10 hit points. On a success, the creature's body fights against the attempted healing, the creature takes 2d10 points of force damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage and healing increases by 1d10 for each slot level above 1st.

WITCH'S TOOTH

2nd-level Transmutation

Casting Time: 1 Action
Range: 60 Feet
Components: S, M (a tooth or fang)
Duration: Concentration, up to 1 minute
Classes: Bard, Druid, Sorcerer, Warlock, Witch, Wizard

A creature that you can see is cursed to lose their teeth, only to have them quickly regrow and fall out again repeatedly. The target must succeed on a Constitution saving throw or have disadvantage on bite attacks and be unable to speak clearly. Casting a spell that includes a verbal component is impossible for the target during the duration. When the spell ends the target's teeth all regrow.



WOLFE'S VENOM GEYSER

2nd-level Evocation

Casting Time: 1 Action
Range: 90 Feet
Components: V, S, M (an emerald worth 50gp)
Duration: Instantaneous
Classes: Druid, Sorcerer, Witch, Wizard

As you cast this spell a torrent of acidic liquid erupts from the ground in a stream 5-foot wide and 10-foot tall from a point you can see within range. Any creature in the spaces affected must make a Strength saving throw. On a failure, the affected creature is thrown upwards 15-feet. If the creature hits an object or another creature, both take 1d6 bludgeoning damage. On a success, the target creature doesn't move. Additionally, any creature in the spaces affected by this spell takes 2d6 acid damage.

At Higher Levels. For each spell level above 2nd level, increase the height of the geyser by 10 feet and width of the geyser by 5 feet. Additionally, each spell level increases the height a creature is thrown upwards by 10 feet.

YLLAIRIES HELP

1st-level Conjuraton

Casting Time: 1 Action (ritual)

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Bard, Cleric, Druid, Ranger, Witch, Wizard

For the duration of this spell nearly transparent shadowy forms swirl around your body. As an action you can point to an item that weighs less than 5 pounds and the shadows will grasp and hold the item within your reach until you either use an action to drop the item or until the spell ends. You can have up to 5 items suspended around you. While this spell is active you can have an additional item interaction each round if it is an item that you are holding with the spell.

At Higher Levels. For each spell slot above 1st, you can hold 2 additional items with this spell.

ZONE OF DELAYING

2nd-level Abjuration

Casting Time: 1 Action

Range: 60 Feet

Components: S

Duration: Concentration, up to 1 minute

Classes: Witch, Wizard

When you cast this spell, pick a point within range. As you do, a barely visible sphere with a radius of 15-feet appears. For the duration, any spell or ranged attack originating from a creature within the sphere rapidly crawls to a halt after being loose. Additionally, any ranged attack or spell that targets a creature within the sphere instantly slows upon entering the sphere. The GM should take note of all affected attacks and spells and their targets for the duration of the spell.

When the spell ends, all effects that were affected by this spell instantly speed up continuing on their original path. The attack or

spell targets the original location regardless of whether the original target is there or has moved. If a new creature is in the targeted space, they become the target of the original spell or attack.

SPELL BY LEVEL

Spell	Spell Level
Death's Call	Cantrip
Death's Grasp	Cantrip
First Sigil of Endless Flesh	Cantrip
First Sigil of Flame	Cantrip
Mark	Cantrip
Newt's Accelerated Decomposition	Cantrip
Quake	Cantrip
Repeat	Cantrip
Sap	Cantrip
Scribe	Cantrip
Sling	Cantrip
Umbra Knife	Cantrip
Buckle	1st
Chameleon Casting	1st
Cloud's Sight	1st
Cuspate Caltrop	1st
Forget Me Knot	1st
Gambler's Eye	1st
Glide	1st
Ilia's Monochromatic Ray	1st
K'errahn's Toll	1st
Orator's Aid	1st
Second Sigil of Endless Flesh	1st
Twisted Tongue	1st
Weird Reconstitution	1st
Yllairies Help	1st
Annarista's Sight	2nd
Francisco's Lament	2nd

<u>Spell</u>	<u>Spell Level</u>	<u>Spell</u>	<u>Spell Level</u>
Hemohail	2nd	Limb of the Betrayer	4th
Insult to Injury	2nd	Medea's Insanity	4th
Matosway's Bestial Revival	2nd	Miracle of Sustainment	4th
Medea's Crown	2nd	Restrictive Flesh	4th
Medea's Slumber	2nd	Scidion's Treachery	4th
Mellifera's Wound Delaying	2nd	Serafin's Spectral Shield	4th
Rot	2nd	Third Sigil of Endless Flesh	4th
Second Sigil of Flame	2nd	Vivisection	4th
Seed of Lies	2nd	Annarista's Ghostly Visage	5th
Sunder	2nd	Cruel Fate	5th
Witch's Tooth	2nd	Ferryman's End	5th
Wolfe's Venom Geyser	2nd	Liberation from Flesh	5th
Zone of Delaying	2nd	Mass Rot	5th
Annarista's Tether	3rd	Phantom Carriage	5th
Bonespear	3rd	Ravicious's Stone of Ardent Slumber	5th
Corpse Trap	3rd	Relinquishment	5th
Curse of the Unlucky	3rd	Third Sigil of Flame	5th
Diminutive Movement	3rd	Curse of Consumption	6th
Draconick's Aura of Transference	3rd	Hidden Hallways	6th
Forgetting	3rd	Junia's Hex of the Horsemen	6th
Gastral Decay	3rd	Unmaking	6th
Gut's Instinct	3rd	Wall of Flesh	6th
Hidden Tripline	3rd	Appendage of the Betrayer	7th
Ice Field	3rd	Closed Loop	7th
Incantation of Bone	3rd	Fourth Sigil of Endless Flesh	7th
Jamey's Reanimated Prosthetic	3rd	Ilia's Achromatic Orbs	7th
K'errahn's Brine	3rd	Ill Omens	7th
K'errahn's Gaze	3rd	Kjell's False Prophecies	7th
Nature's Hidden Shelter	3rd	Mantle of the Damned	7th
Nothrim's Notorious Glitter Bomb	3rd	Plague of Silence	7th
Sinewy Sled	3rd	Specters' History	7th
Tracker's Peril	3rd	Consuming Fog	8th
Arcane Siege	4th	Dani's Enchanting Orchestrion	8th
Fate's Thread	4th	Mass Unmaking	8th
Fire Eater's Blessing	4th	Expunction	9th
Incantation of Exhaustion	4th	Ilia's Achromatic Wall	9th
Infectious Message	4th	Planar Terraformation	9th



Witches are often drawn to each other for support and knowledge-creating small but trusted covens that can be called upon if the situation requires. For larger organizations, witches will tend to be wary due to how the many arcane communities have treated witches in the past.

Any spellcaster at some point might look to join a larger organization for education or access to rare and powerful components. Organizations also provide opportunities for GMs to give adventure hooks or quests that would help the organization towards their primary goal. Of the organizations that are provided below, each of them has one primary goal and two secondary goals that their members might work towards.

Before using one of these organizations in a player's backstory, make sure to check with the GM who is running the campaign, as it is up to them to make the final call as to whether or not these may be used.

ARCANE CHURCH

Often thought to be a myth used to scare off young spellcasters from the more nefarious uses of Necromancy and Enchantment magic, the Arcane Church is very much a real entity. This organization is not a place of worship, but rather, a place of learning for those who consider the arcane arts to be the true power behind the multiverse.

Members who join see themselves as higher beings, believing all those who cannot use arcane magic inferior to them and should be subservient. Members often utilize magic to enforce that. The physical location of the Arcane Church is a closely held secret that is rarely disclosed.

MEMBERSHIP

To be a member of this organization, one must first locate the Arcane Church by their own means. Once they do, they must demonstrate the ability to cast 6th level spells before the main gates open. Once admitted inside they can join the organization for



10,000 gp and a vial of their blood or some other physical part of them for later divination. Once a member, there are no additional costs except performing an organization sanctioned action once a year without question.

BENEFITS

Members of this organization have access to the massive stores of knowledge the organization has. In this library, any spell can be found with an Intelligence (Investigation) check equal to 8 + twice the spell's level. Anything found in the library must stay in the library and if someone is found to break this rule they will be imprisoned as per the *imprisonment* spell for a number of years equal to the gold piece value of the stolen object..

LEADERSHIP

There is a standing council of eight spellcasters who have stayed in power for longer than anyone even remembers. They are all immortal through one way or another and are all able to cast 9th level spells. Any action that a member wishes to take that would involve the Arcane Church as a whole organization must get a majority vote from the council. Additionally, the council also dispatches orders to members to accomplish their goals.

HEADQUARTERS

The Arcane Church has a unique existence in the multiverse, it exists in the same spot on every single plane at the same time while also being located in its own demi-plane. Junior members use this fact to claim that the Church is the very center of the Multiverse, but the truth of the matter is far simpler, so many acts of time and spatial manipulation have taken place inside the Church's campus that the multiverse has placed it in a dimensional fistula like a cosmic scar.

PRIMARY GOAL

To take control of interplanar travel/communication.

SECONDARY GOALS

- ◇ Destabilize religious orders.
- ◇ Institute magical orders to funnel members to the church and not let rogue agents act with impunity.

KNOWN LEADERS

ARANNIS NAILO

Human, Wizard

Core Personality:

Calm, Cold, To the Point

Arannis is the newest member of the council as the previous leader had an unfortunate encounter with several unspeakable interplanar horrors in a demiplane warded against planar travel. Arannis always comments on just how odd and particular an accident that was, and while he is glad to have his considerable skill recognized he will always say how he misses his former teacher. He is a master of Conjunction and specializes in teleportation and planar travel and those who get in his way usually find themselves in one of his many personal demiplanes before they finish drawing their weapons.

Much of his younger years are lost to history but it's known that Arannis is a native of Anuel and because of that, he has a soft spot in his warped heart for anyone that has his homeland's best interest in mind.

ROLAND AINSWORTH

[Unknown], [Unknown]

Core Personality:

Arrogant, Uncaring, Inquisitive

Roland is their name and that is about as much as is known of Roland Ainsworth. They use mind-controlled creatures as puppets to see and act in the world, enslaving their bodies with enchantments and necromancy. Even when the council meets, Roland uses a student who happened to be in the wrong place at the wrong time to attend in proxy. They only care for their own network of puppets, collecting, information, and protecting their true identity. Anyone who happens to learn too much about Roland often finds their memories broken and scattered.

VEERA RAITH

Human, Witch

Core Personality:

Curious, Unassuming, Ambitious

Veera learned her magic in a time before the great mages of yore crafted the spells that are used today. In that time magic was wild and free and not tethered to the schools of magic used today. She studied under a powerful coven of hedge witches, but as she aged, her path took her through the dark places of the worlds, learning from anyone and anything willing to teach. Over time, her knowledge of the occult allowed her to weave her spells with the curses of wyrd magic. She continues to practice her magic and seeking new knowledge to accumulate as much power as she possibly can with the hope of protecting herself from the likes of the Blooded Lotus and others who would do her harm.

KNOWN LEADERS

MINISTER YEVEREN

Human(Part-Celestial), Witch

Core Personality:

Kind, Polite, Persuasive

Minister Yeveren always understood his place in life and is a true believer in his cause. When people first met Yeveren they see a gentle-spoken man but soon people realize just how persuasive Yeveren can be. He spends time to understand the people under his command, their zeal, beliefs, and even their grievances against Yeveren himself. Yeveren seeks to build the following of the Blooded Lotus by bringing countless more under its banner always giving those found guilty of sin a chance at redemption and repentance.

MALACHI FAYCHILD

Vampiric Dark Elf, Rogue

Core Personality:

Charismatic, Observant, Vengeful

Malachi is an unconventional leader in the Blooded Lotus, as their very mission stands against the dark magic that keeps Malachi alive in his state of undeath. In combat, he uses bespoke weaponry modeled after his own curse so that they drain the life out of their victims. Malachi is a true believer in the cause as he associates the untimely death of his sister Morgana to the Arcane Church and the unchecked encouragement to delve into forgotten magic regardless of the personal cost. Because of this loss, Malachi seeks to undo the Arcane Church and all magic, to end the blight that has taken so many lives. Be it by the organization as a whole or his blade, he'll see the Arcane Church fall.

ERMINE GAUS

Dwarf, Barbarian

Core Personality:

Impatient, Industrious, Inventive

Ermine prefers the company of their work over people and spends nearly all of their time in their workshop immersed in a myriad of projects. When Ermine isn't working on their inventions they are hunting those who abuse magic. Because they carry the look of an exhausted unkempt laborer they are often ignored, letting them have easy access to secure locations. Targets of Ermine never see the incoming blade of the silently raging dwarf and realize all too late that Ermine is immune to their mind-altering magic. Members who work under Ermine are often tasked with finding rare materials as well as with hunting mages.

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Handwritten text in a stylized, possibly runic or elvish script, consisting of several lines of characters.



THE CODEX

Not much is known about this organization or those who run it, but what is clear is that there is a plan and every action set in motion is done to advance that plan. Members of this organization are drawn to the promises of a better future out from under the bootheel of the powers that be. Recruitment is done by word of mouth and missions are assigned in ways that ensure the members know it is from The Codex.

This can be by finding a secret compartment on a family heirloom with orders for a future event that wasn't there before or finding orders with a member's name written upon them locked in a vault that has been sealed since the Schism. Whatever the way, it is clear that a greater plan exists and The Codex may have the use of time manipulation that they say they do.

MEMBERSHIP

Membership is as easy as doing what the instructions say for you to do. While a number of people will eventually get a notice from The Codex, few complete the tasks presented. Those who reliably complete these tasks will receive more and more notices from the Organization and the task of recording daily events and stashing those records in hidden and safe locations. Many think these seemingly mundane information stashes are how The Codex pieces together what is happening in any given time.

BENEFITS

Members of The Codex don't receive many tangible benefits apart from knowing they are helping to bring about a greater vision of the future. Important members to the organization or those who show talent in recording events might find wills of dead wealthy individuals who happened to include their names or finding a parchment that just happens to have the location of buried treasure.

LEADERSHIP

The 3 leaders of the Codex in this timeline operate with the help of a device that telepathically communicates with those who are attuned to it. These three for one reason or another were chosen by the device to be it's voice.

HEADQUARTERS

The Codex does not have any kind of headquarters but instead, its leadership frequently gather to decipher the messages from The Codex.

PRIMARY GOAL

To make sure the events predicted by The Codex come to pass exactly how they were foretold to.

SECONDARY GOALS

- ◇ Record as much as possible about the current state of the world.
- ◇ Destroy any artifact that deals in the manipulation of time apart from The Codex.

KNOWN LEADERS

AUGUSTUS FULDOR

Dwarf, Sorcerer

Core Personality:

Charismatic, Hearty, Wistful

Augustus is best defined by his grim focus in forming reality to match the Codex's vision. He mourns those who are not yet dead as he understands the wheels of time offer no harbor and will eventually come for all things. While he prefers to use the Codex's knowledge to avoid conflict, he'll use his innate magic to will things back into place and when pushed, he'll hold cherished ones hostage in demiplanes until obstinate variables comply. Few know how Augustus first came into contact with the Codex or even if Augustus is from this moment of time. Those who work with Augustus know that he is a

true believer and speculate what he could have been shown by the artifact to create such an effective zealot.

CALIPHITHE

Gorgon, Witch

Core Personality:

Ambitious, Determined, Seductive

Like all of the agents of the Codex, Caliphithe seeks to align the present to a future illustrated by the artifact. Her skin and scales are adorned with mundane and arcane tattoos that shift and move like the vipers that adorn her head. There are few who have seen Caliphithe and not become stone reminders of the aging agent's powers. When it comes to divination, Caliphithe is an expert without equal and when paired with the knowledge of the artifact this talent is multiplied tenfold. Even those who forsake the future promised by the Codex hesitate to forsake Caliphithe as the Witch seems to know their betrayal before their first meeting. She rarely keeps company, but those who have the privilege to walk beside her wouldn't trade the experience for the world.

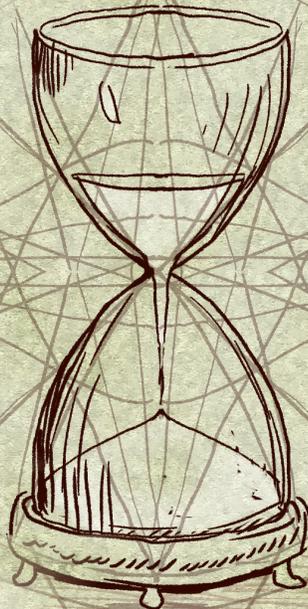
EJAYERELLE ARS EYTHERIN

Elf, Fighter/Warlock

Core Personality:

Explosive, Irritable, Unpredictable

Ejayerelle is considered to have lost his mind to the Void many years back, he consorts with his sword and scrawls complex glyphs into the books he keeps strapped to his back. An empty socket is all that is left of his left eye which is almost more piercing than the bloodshot amber right eye. With a smirk of knowing that makes the skin crawl Ejayerelle moves with speed uncharacteristic of his emaciated frame. With an outfit of black and brown, he looks to be a wanderer who has long forgotten the comforts of civilization. Whether it is the immaculate blade, or the well-worn plate covering his shield arm, people know not to interfere with Ejayerelle's



tasks for fear of consequences. While his eye was taken, his sight was amplified. A sight that sees the world as the artifact does, a sight that has made Ejayerelle a true believer in the cause and has no qualms with doing what must be done.

SILA

Tiefling, Witch

Core Personality:

Fanatical, Reserved, Self-Serving

The pearl white skin and prominent horns of Sila cause many to turn and look even with the muted tones of her clothing. Before the Codex Sila had nothing and was on the edge of death, now she thrives and her faith in the future designed is unwavering. Besides the Codex, Sila cares only for herself and what her elevated position in the Order has given her access to. She has a personality that breeds fanaticism building a cult of personality, and attracting all types to orbit her social sphere. The Codex owes many of its followers to the growing following of Sila, loyalty bred from obsession.



FAMILY NOCTURN

There is hiding in plain sight and then there is the Family Nocturn. Everyone knows what the group does, and everyone knows their symbol. However, nobody has been able to connect them directly to any wrongdoing.

The Family Nocturn is a crime syndicate that obeys a strict code: Never steal from someone who has nothing to lose and never take a contract on a life for someone no one would miss.

Anyone can join the family but they must first find faith in loss, remorse, and absence. The organization prides itself on educating those who have much on what it is like to have little. This can be wealth, prestige, or even an abundance of love. To the Family Nocturn, all thriving is a barrier to being a better person. Of course, the Family focuses this education on those who others have paid large 'tuition fees' to take the targets down a notch.

MEMBERSHIP

To become a member of the Family Nocturn you must pay to have yourself educated. This fee is paid by performing jobs for the Family after initiation. Initiation involves the organization placing multiple contracts onto you until you fit the criteria of Nothing left to lose, and someone no one will miss, only

then will they accept you as a full member. Once you seek out this education, it does not stop until it is completed.

BENEFITS

Once a member has been initiated, they are allowed to resume whatever life they wish as they now have a true understanding of absence and loss. This means that they are paid a portion of any education they assist in. These contracts are handled by brokers who serve as public faces of the organization. Additionally, in cities that have a guild house for the organization, any member can stay free of charge and have full access to any guild amenities while there.

If a member finds themselves in trouble with any legal affairs while performing an organization sanctioned action, their chapter will do whatever it can for them.

LEADERSHIP

There are multiple chapters of the Family Nocturn, each having their own individual bylaws of what their members can and cannot do to educate, but if one chapter can't complete a task it is common for them to contact another chapter's broker as a loophole to their own bylaws. These broker's function as the heads of chapters with the founding members shrouded in mystery. Some say that there was never a founding family, and a demon started the organization to feed. As far as most know, there are three Brokers operating currently.

HEADQUARTERS

While each chapter house is different, there will always be food, a place to sleep, and access to a store of weapons, poisons, and forging equipment. The more opulent of chapters have been known to be host to taverns, brothels, and even arcane libraries.

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PRIMARY GOAL

To educate those who have too much in what it is like to have nothing.

SECONDARY GOALS

- ◇ Complete contracts to their fullest.
- ◇ Recruit more to the Family Nocturn.

KNOWN LEADERS

MAEKENZ GRANEEL

Changeling, Wizard (Hematomancer)

Core Personality:

Passionate, Vindictive, Watchful

Known to most as Madam Mae she runs a chapter underneath one of the more popular taverns in the New World, The Cloudtop. When she leaves her headquarters she magically alters her appearance to look unassuming, changing into a young elven woman with fair skin, braided long crimson hair, and bright green eyes. Madam Mae has taken many forms throughout the years and even the oldest members of the chapter don't know her true face. The Cloudtop itself provides a menagerie of options for anyone with the coin to afford it. Underneath Cloudtop, the chapter provides fine weapons, food, drinks, and unscrupulous entertainment to its members. Both the chapter and her business are managed with a firm hand and those who work with Maekenz quickly learn to never trust anyone, as there is always a chance that they're actually talking to one of the many faces of the chapter leader, looking for those who have loose lips and lack loyalty.

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 27A0 2L20 270 >0 7 >L2 A7A800L05.

NEDIVAR

Raven Beastfolk, Monk

Core Personality:

Quiet, Fierce, Religious

Nedivar mostly keeps to himself and when he does talk, it is in as few words as possible. His chapter is based out of a monastery and those who work under him usually perform both guild duties and religious obligations. Nedivar wears his hooded robes at all times and uses them to hide his face. While a master in hand to hand combat, Nedivar seeks peaceful solutions before anything else. His chapter sees many members join when they take vows of poverty and forsake worldly pleasures.

TERMINUS VAYNE

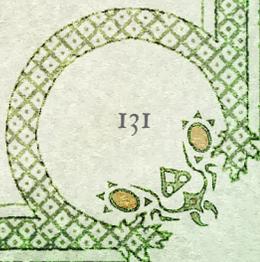
Dark Elf, Witch/Monk

Core Personality:

Intimidating, Mystic, Reserved

Those who first meet Terminus presume that he is part of a religious order with his simple attire and cue haircut, that is until they notice the softly glowing arcane tattoos covering his body. The chapter house of Terminus is unique among the guild as it is a loose collection of buildings and locations. Each building is assuming by itself but holds all the resources needed for the chapter to run. For Terminus's chapter, there are few restrictions to what is allowed or encouraged for educations.

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HERALDS OF THE BROKEN LAND

The Heralds are a group of extremists who seek to keep wildlands wild. After the Schism wiped out nearly all sapient life in the Anuelian continent, the region was seen as ripe for resettlement. The Heralds are actively against old and/or new governments forming in these lands and they see the Schism as a needed purge, not as a travesty.

Members of the Heralds usually form self-sufficient communities that are hidden away from the world. Occasionally members will form bands to sabotage efforts to 'tame' these lands. Regardless of what community you hail from originally, a Herald is welcome in any other Herald community. To outsiders though, interactions with the Heralds often turn deadly.

MEMBERSHIP

If one has a peaceful interaction with the Heralds, then membership is easy to acquire. The difficulty is that interactions are rarely peaceful for those not born in a Herald community. To earn the Heralds' trust one must first prove that they ascribe to the same ideologies. Proving this often requires performing tasks for the Heralds.

Once an individual becomes a member of the Heralds, they are given an amulet that is specific to the community they joined.

BENEFITS

Members of the Heralds gain access to the location of other communities throughout the wilds. Additionally, they are allowed to visit and stay in these hidden areas as long as they provide labor or help. Additionally, if a member assists on a raid, they get to keep what they can carry.

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LEADERSHIP

There are some members of the Heralds who are labeled as Guardians. These Guardians are extremely powerful and respected among all Herald communities, if a Guardian leads a raid or plans to create a new community, no Herald would consider opposing them. Not all guardians are members of the civilized species. A few dragons or awakened monsters have been known to fill the ranks. There are five Guardians that protect the wilds currently.

HEADQUARTERS

The Herald's communities themselves serve as the Headquarters for this organization. When it comes to the Guardians, each has their own private groves that few know about. Access to these groves are only given to fellow Guardians or during times of great turmoil.

PRIMARY GOAL

Prevent the formation of kingdoms in the wildlands.

SECONDARY GOALS

- ◇ Be self-sustaining in the environments they live in.
- ◇ Disrupt any military or paramilitary operating within Herald lands.

KNOWN LEADERS

CALAMATIA EQUISITALES ONOCLEA

Faun, Druid

Core Personality:

Adventurous, Curious, Wise

Calamatia grew up deep in the untamed wilds far from any civilization. She was always curious though about the mortals that would occasionally skirt the boundaries of the ancient wood. As she aged, she traveled and explored the regions that she had been told were far too dangerous for one of her kind, keeping an open mind and a peaceful heart.

During her travels, she even fell in love with a human woman but soon tragedy struck. Her love and her home were put to ax and flame by the 'civilized' folk and she realized that they were willing to kill even their own kind, let alone those who didn't live like them. In a struggle to protect the outer woods, she lost an arm but through a close connection with wild magic, she is unhampered by the loss.

She is older now but retains a youthful glint in her eyes as her soul is still filled with vibrant energy. In her age she's grown strong and wise knowing now when to strike and when to break bread, she still hopes for a peaceful coexistence but knows that the possibility becomes fainter the farther mortals expand.

ELRIEL

Halfling, Druid

Core Personality:

Cryptic, Paranoid, Well-Read

Elriel first delved deep into the wilds when their dreams bore messages of dread and despair. Over time, they spent longer and longer in the deep as they began to see their former countrymen as plotters and schemers instead of friends and allies. When they stopped dreaming all together they knew it was time to retreat into isolation so they could research in peace. They constructed a hidden library filled with all the secrets of the wild and notes regarding every conspiracy Elriel knows of and thinks they know of. While they refuse to leave their sanctuary they use the beasts of the woods to gather information from the outside world.

PHAEDRA

Human, Barbarian

Core Personality:

Commanding, Unpredictable, Vicious

Phaedra came to the new lands in the hold of a slaver's ship, from there she organized the prisoners and dispatched with the masters. In the fight, the ship caught ablaze forcing the newly freed folk to swim in shark-infested waters onto a land which few have ever walked.

For Phaedra, this became the start of endless adventure. Through the years she explored the deep wilds relishing in the natural order of this world. As the new lands slowly were recolonized Phaedra grew fearful that the evils that had brought her to this land would now infest it. She vowed to fight against the endless tide to protect this new land and ensure that all those that lived here would remain free.

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VALE BLEAKBONES

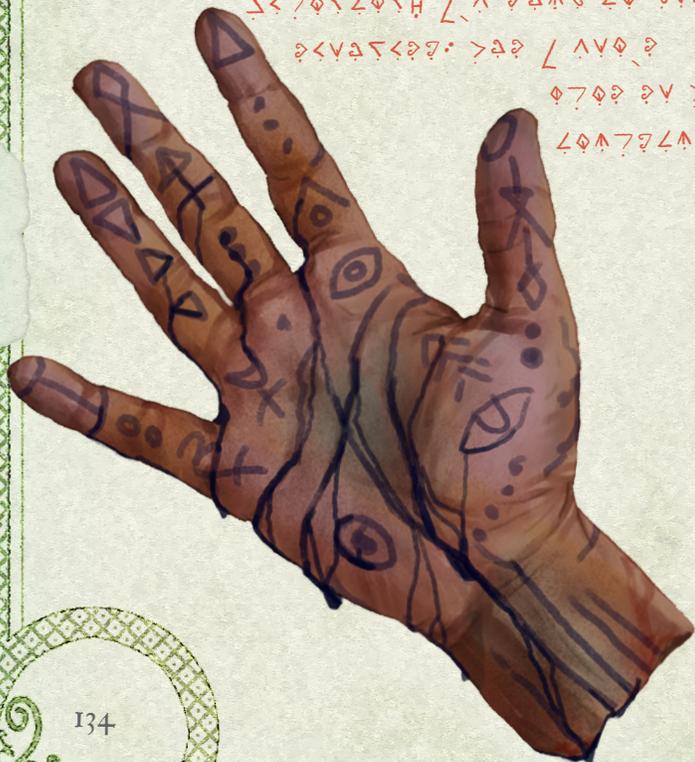
Half-Elf, Witch

Core Personality:

Calm, Enchanting, Meticulous

Vale is a healer of such ability that few can claim to match her skill in both natural and mundane healing or magical techniques. Her short and lean frame is adorned with the grisly sight of the visible bones in her left forearm, an old wound where the flesh and muscle were burned away. The arm was saved through extensive magic but its presence is what gave Vale the name Bleakbones. Her calm demeanor, thick brown hair, muted green eyes, and a curiously intriguing face often make one forget that she is exceptionally good at healing, regardless of if the subject is living or not.

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XUN BAILIN

Cordycep Fungifolk, Witch

Core Personality:

Distant, Helpful, Isolationist

It is not known who or what is the witch in the being known as Xun. While a human body is clearly visible, clear lines of bioluminescence swirl across the body. The use of the reflexive pronouns we, us, and ours add further confusion to their true nature of self. Along with Vale Bleakbones, Xun is a master healer living deep in the wilds and is able to make herbal tonics to cure nearly any ailment or curse. These remedies are nearly always successful and free of charge for those who request them, but there is a hidden cost. Each cure carries a colony of Xun's spores which eventually take root within the cured creatures, letting them be controlled at will and assimilated into the collective known as Xun.

THE HUSHED COVEN

The Hushed Coven is a collection of witches who practice divination through secrets and whispers. The organization believes that the words spoken by a person are guided by divine beings and the fewer people who know the whisper, the more powerful that whisper is for divining. Their members like to frequent busy places and listen to all of the snippets of conversations around them, collecting those whispers to use later. It can be hard to know who is a member of the organization as they don't broadcast their involvement.

MEMBERSHIP

To join the organization a person must find the leader of the local coven and whisper to them a secret that no one else knows. This whisper is then divined, learning the future of the new member. The information of the whisper and the details of the divination are kept as a secret between the leader and the new member.

BENEFITS

Members not only receive free training but have access to a vast amount of secretive information. The Hushed Coven never writes any secrets down and instead keep a detailed oral history and network. If no one in a local Coven knows an answer to a question they will know which Coven should be contacted.

LEADERSHIP

While there is no overall leader for the entire organization, each coven has an elder member that functions as the figurehead, but occasionally, age will be ignored in favor of talent in divination. The designated leader has the final say on new members and who can use the Coven's resources.



HEADQUARTERS

A Coven will have a secluded place to divine in peace and to meet. This is usually located in towns and looks to be unassuming from the outside.

PRIMARY GOAL

To collect secrets.

SECONDARY GOALS

- ◇ To expand the network of Covens
- ◇ Recruit members that have access to restricted locations

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LORD ARMEN FAERYL

Devil, Bard/Rogue

Core Personality:

Encouraging, Secretive, Well-Spoken

Lord Faeryl is the default face of the guild, he usually has the appearance of an elf of high birth with platinum blonde hair and sky blue eyes. There are few equals in negotiating to Faeryl and his ability to create favorable contracts for the guild. Those who are close to the suave and well-dressed lord are privy to the true identity of the Mouth of the Guild, a shapeshifting devil. His reasons for helping out the organization are unknown but his abilities are so well valued that the rest of the leadership would never dream of removing Lord Faeryl from the position, claiming that "All types come to the New World, who would we be if we judged them".

OCSIPEDUS OCS TURNOR

Dragonborn, Bard

Core Personality:

Adventurous, Heroic, Quixotic

Ocsipedus (Ocs) was drawn to stories of heroism and mighty deeds so much so that he swore to one day be the subject of such a tale. As he aged, he realized his talents as a bard and through his own adventuring eventually caught the attention of a group of adventures dedicated to stopping existential threats. While the group itself was nearly destroyed after a mission went sideways, Ocs set out to find a way to rebuild the organization and finance its mission. It was Ficus who introduced Ocs to the Salted Circle as their missions were closely aligned. Ocs quickly rose through the ranks becoming the obvious choice for a leadership position if one was to open. The moment came for Ocs as a former leader retired, making the dragonborn the newest of the five. While he still retains contact with his former organization it was decided that Ocs could do more in a leadership position than performing ground-work. Still, Ocs uses this connection to learn of potential new recruits and to use

the guild's substantial resources to help his old friends when they are up against something out of their league.

SANCTUM VULPIS

There will always be people on the run and for those with no other place to go their only option might be the Sanctum Vulpis. The organization is made up of a loose network of individual safehouses in hard to reach places. Anyone who can make it to a house is allowed to make a pact, pledging to do no harm while within and to upkeep the house and the magic that protects those inside. Anyone or anything can make this pact, but once they step inside the safehouse they are not allowed to leave. The safehouses are neither good nor evil, they only exist to harbor those who have nowhere else to go. While inside, small parts of their life force are leeching into the house itself, waiting to be tapped by the Master of the House.

MEMBERSHIP

To join the organization, you only have to find a safe house and make a pact to uphold the house for the rest of your life.

BENEFITS

Protection from the outside world is the primary benefit along with food and board. The only cost is that you can never leave and small parts of your life force are drained to power the house.

LEADERSHIP

Each house has their own Master of the House and the people drawn to such a position come from all walks of life. Occasionally a Hag will start a safe house and use the drained lifeforce to empower their spells. Paladins who Master a House might use them to imprison powerful artifacts and those pledged to the house defend against those seeking to do harm. The Master of the House can also include their own additions to the house pacts such as "no alcohol" or "no harming the people within the house".

HEADQUARTERS

Each house functions as an independent organization but all Masters of the House know of other houses nearby.

PRIMARY GOAL

To provide a place for those who have nowhere else to go.

SECONDARY GOALS

- ◇ Protect their members
- ◇ Hide their safehouses

KNOWN LEADER

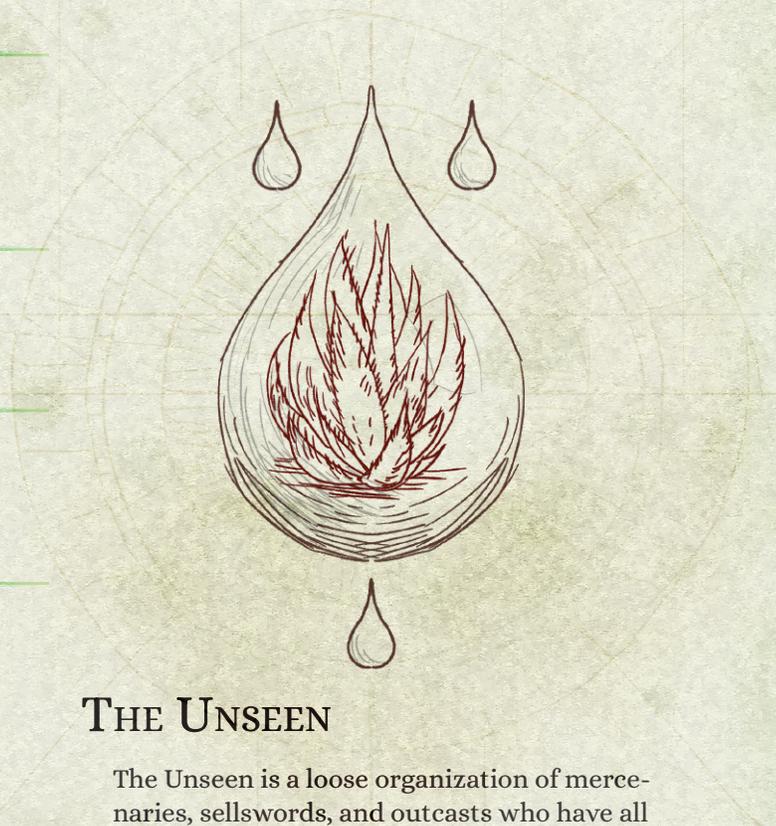
WYATT FERRIS

Human, Paladin/Sorcerer

Core Personality:

Calming, Encouraging, Wise

Master Ferris, the Master of Blackbirds seeks out people who are at wit's end and on the brink and offers them a place within his safehouse. He built the sanctuary to be a place of healing, a place to flee when the world is closing in. Ferris's house is somewhat unique as those who take the pact can leave when they feel that they are ready to set out again, but until that moment the House of Master Ferris is always willing to help support and heal. The accumulated power generated from the house is used to help cure both physical and mental wounds that would otherwise be incurable.



THE UNSEEN

The Unseen is a loose organization of mercenaries, sellswords, and outcasts who have all taken a pledge to do good in the world by helping those without the means to help themselves. The Unseen is mostly made up of those who would classically be seen as monsters themselves, dark elves, tieflings, goblins, or anyone else that has been put to the sword on suspicion alone. While they pledge to do good by the world they still will take sometimes questionable jobs when in lean times.

MEMBERSHIP

Membership is often offered to those who are between a mob and a hard place. Join the organization and we will save you from certain death. To those who avoid such a dilemma the Unseen also occasionally gets new members from the towns they are contracted out by. Kids see the warriors in action dedicate their lives to the cause. Because of this, Unseen camps usually have a decent number of trainees who occasionally go out on missions. Full-fledged membership is given once a trainee has proven themselves to the organization that they can handle themselves in combat and also that their goal is to do good in the world.

BENEFITS

For those who are of a 'monstrous' species, the main benefit is protection from persecution based on existing by wearing the mark of the Unseen. Additionally, when the organization is paid for a job, those who went on the mission get a cut. The organization also provides food, shelter, and training. It even provides apprentice opportunities to learn trades like masonry and blacksmithing.

LEADERSHIP

Each chapter of the Unseen has a leader or counsel who accepts contracts and tends to their members. These leaders will meet up to talk of greater campaigns or threats to the world and are directed by the founder of the organization J'sua.

HEADQUARTERS

Each chapter has its own headquarters and the grand meeting place between the chapters changes after each assembly. Usually, chapter houses are made in established businesses like taverns and brothels but also in old lairs of felled foes. Not only does this mean that the Unseen doesn't have to make their own structures but it also prevents other monsters from moving into the recently emptied lair.

PRIMARY GOAL

Protect the weak and remove threats to the common people.

SECONDARY GOALS

- ◇ Expand the organization so the protection for its members is recognized throughout the land.
- ◇ Find a suitable location for a permanent fort, so that hopefuls have a place to journey to instead of having to be found.



KNOWN LEADER

J'SUA

Dark Elf, Fighter

Core Personality:

Charismatic, Strategic, Zealous

J'sua believes that to make a difference in the world he should gather those who have been tossed aside, and train them turning them on the real monsters lurking in the shadows. As a young adult, he saw evil committed by his own people and set out, forsaking those that he had shared a roof with. He had to restart his life and it took years for people to reach for his hand instead of their sword when he came into town. While he still personally recruits promising new members he spends much of his time looking for a home for his misfits.

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Appendix

“Don’t underestimate the usefulness of well-indexed spells. Too many witches and wizards have tripped on their robes becoming some aberration’s kibble because they were too preoccupied flipping between chapters in their spellbook.”

—The Apostate, Evlyn

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What are the best ways to create and improve the abilities of your witch? What Otherworldly Companion suits you? How should you use your Curios? This chapter helps you work through these issues and find your witch's place in the party as well as providing a quick reference to your many abilities and spells.

YOUR COMPANION AND YOU

A Companion and a witch is a singular bond, once the bond is made it can't be unmade and no witch has more than one Otherworldly Companion, and no Otherworld Companion has a bond with more than a single witch. A player is able to dictate the nature of the relationship and the personality of the Companion. In most cases, only the witch will be able to converse with their Companion but there are some types of Companions that are able to speak on their own behalf, like Companionship of the Beast.

As a witch grows in power so does their bond with their Companion, the supernatural abilities that the witch eventually gains are a direct side effect of this relationship. The most powerful of witches have been known to be so affected by this relationship that they themselves become Otherworldly beings, creating a demiplane for just the witch and their Companion.

CHOOSING AN OTHERWORLDLY COMPANION

The various options for Otherworld Companions all offer different benefits that include roleplaying opportunities and mechanical advantages. When making your witch you should read over the options carefully as unlike Curios, once you pick your Companion you are bound to them. [Because this is new content, GMs should be willing to offer some leniency if during play you realize the Companions benefits don't work for your character concept.]

COMPANIONSHIP OF THE BEAST

This option grants you the ability to summon a familiar that is more powerful than your standard familiar. Some of the main differences is the increased base Intelligence and that your familiar is able to understand and speak in every language that you know. This allows your familiar to interact with the party as a member and not just the spellcaster's quirky pet. Additionally, the increased Intelligence means that your familiar is able to help you with your communal casting and improved ritual magic without having to involve your party members.

COMPANIONSHIP OF THE ELEMENTS

With this, you gain the ability to not just survive, but to thrive in a chosen environment. While inside your chosen area, you gain a number of special abilities that assist you and your party. If you are playing a campaign where you'll be mostly in environments that aren't the one you chose this Companionship won't be as effective as others.

COMPANIONSHIP OF THE FLESH

Instead of carrying around countless objects to make into curios and multiple spellbooks containing all of your stored knowledge, you can instead magically tattoo everything onto yourself. Not only does this ensure that you'll always be prepared but you can rest easy that it'll take more than a common pickpocket to completely remove your mighty arcane powers. In addition, you gain a bonus to your Armor Class which should help you survive.

COMPANIONSHIP OF THE SPIRIT

This might be the best option for those who want cantrip utility. As long as you have the time to rest any cantrip in the game is open to you which gives an unparalleled amount of utility potential. Otherwise, choosing a combat cantrip can let you use your Curios for other benefits even if it means you'll have only the single option when you run out of spells.

CREATING YOUR OWN COMPANION

If a player feels like none of the prewritten choices of different types of companions matches the character concept in mind, they should talk with their GM to outline a companion that works for them. For balance, the preexisting options can be flavored, or if a GM feels confident in creating a wholly new option for their player they are free to do so.

EQUIPMENT

As a witch, you'll already be carrying around the necessities for casting and adventuring but it is vital to not rely just on your curios. Having a sickle and a shortbow can make all the difference when you don't have access to your source of power or are in a position where saving your spells is the better option. Many witches have had to turn tail and run when they find themselves in an *anti-magic field* and remember they left their mundane weapons at home because it clashed with their aesthetic.

In addition to weapons, there is general adventuring gear that will greatly assist you and your party. While most packs come with bedrolls, it is highly suggested that you purchase a tent during your adventuring career, the weather is a fickle thing and trying to study your spellbook in a downpour is an easy way to be the proud owner of a waterlogged spellbook. Additionally, once you have a bit of money, flasks of acid, alchemist's fire, or holy water will pay for themselves when you find yourself in tricky situations. Some witches might find the need for an animal carrier for their familiar or strange creatures, a portable writing desk for field research, or maybe a whole arcane laboratory.



SELECTING CURIOS

Starting out at 1st level you have access to two curios. As a witch, you don't start with any cantrips (unless you took companionship of the spirit) because of this, you might consider making a Curio of Cantrips so you have at least some combat and utility ability that doesn't have to recharge on a short rest. You might



also consider making a Curio of Many Spells or a Curio of Repeated Spells. This would grant you two 1st level spells that would recharge on a short rest.

Alternatively, if you are confident that you will be able to take a short rest you could make two curios of Many Spells and have access to four 1st level spell slots. This would mean though that once you were out of spells you'd have to use mundane methods to attack and defend. On the defensive, a Curio of Protection gives you options for increasing your Armor Class while you are unarmored.

It takes 10 minutes to create a curio. It is advised to keep at least one of your curios holding a passive ability so that you can switch it out for another passive ability depending on the types of encounters you are expecting.

BLASTER-CASTER

The Blaster-Caster is a spell caster that specializes in dealing damage to as many creatures as possible. This is one of the roles that a witch is least prepared to do well in. The lack of high damage dealing evocation spells makes it hard to be as effective as a sorcerer or a wizard. That being said, if a witch knows they'll be able to take some downtime they can turn every single one of their curios into ones that can hold offensive spells letting them go toe to toe with about any other caster. Once depleted of their spells though, the high-level curios will take days to recharge.

SUPPORT

The Support caster prevents damage or removes status effects from their team members, keeping them in the fight. A witch makes a good support caster but the lack of healing options means that they still have to rely on other sources to replenish lost hit points.

CONTROL

The Control caster is one who changes the battlefield or restricts the enemy to weaken their effectiveness. This is where a witch excels. The vast majority of available spells are geared toward indirect combat and impacting the battle by empowering their allies' ability to deal with the threat.

SOCIAL

A Social caster is one who's spell list is designed to help in roleplay situations. While Charisma is not one of the witch's primary attributes they have access to several passive curios that can help them adapt to social situations or boost other party members in social situations. In addition, having access to enchantment spells can force a social situation to the witch's favor.

RESEARCH

The Research caster is one who's spells and curios allow them to know what they are going into before they actually do. They are unmatched in making sure that when a fight happens, their allies have every advantage. Witches have access to a large number of divination spells which play very well into this play style. In addition, Curios of Privacy and Travel can be used to hide the party from prying eyes and ensure safe travel even in the most hostile of lands.

GENERALIST

The Generalist is a mix of every role. Very few casters are only one role and have some spells from every role. Because of the witch's Improved Ritual Casting, they can perform most roles in a limited extent even if they didn't prepare the right curio or spell.

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ART INFORMATION

Page	Art Description	By Who
1	A personal sigil	Eva Brown
6	A bone Idol	Samantha Darcy
8	A Glass Cauldron	Samantha Darcy
8	A Mystical Dagger	Anna Dou ová
9	A Wooden Doll	Samantha Darcy
11	A Red Crystal Ball	Samantha Darcy
14	A Spread of Herbs	Samantha Darcy
18	Smudging Sticks	Anna Dou ová
21	The Witch	Anna Dou ová
27	Quill and Ink	Anna Dou ová
28	Book and Quill	Anna Dou ová
30	Quill	Anna Dou ová
32	Secrets of Domination	Anna Dou ová
33	Secrets of Dreams	Anna Dou ová
34	Secrets of Frost	Anna Dou ová
35	Secrets of the Feast	Anna Dou ová
37	Secrets of the Forge	Anna Dou ová
38	Secrets of Golemancy	Anna Dou ová
40	Secrets of the Grove	Anna Dou ová
41	Secrets of Healing	Anna Dou ová
43	Secrets of Many	Anna Dou ová
44	Secrets of the Phoenix	Anna Dou ová
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52	Secrets of the Swamp	Anna Dou ová
54	Secrets of the Tomb	Anna Dou ová
55	Secrets of the Wraith	Anna Dou ová
59	Circle of the Vermiform	Anna Dou ová
60	Occultist	Anna Dou ová
62	Oath of the Forsaker	Anna Dou ová
64	Silencer	Anna Dou ová
65	Hematomancer	Anna Dou ová
67	Hunted Shrine	Eva Brown
74	Animal Cage	Samantha Darcy
74	Arcane Lab	Samantha Darcy
75	Ritual Circle	Samantha Darcy
75	Personal Library	Samantha Darcy
76	Scenting Oil	Samantha Darcy
76	Portable Writing Desk	Samantha Darcy
76	Wand Holster	Samantha Darcy
87	Water Divining Curio	Samantha Darcy
88	Cloud's Sight	Samantha Darcy
92	Fate's Thread	Anna Dou ová
95	Forget Me Knot	Samantha Darcy
96	Gamber's Eye	Samantha Darcy
97	Gut's Instinct	Samantha Darcy
100	Ill Omen	Samantha Darcy
111	Quake	Anna Dou ová
113	Scribe	Anna Dou ová
117	Tracker's Peril	Anna Dou ová
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120	Lavender	Samantha Darcy
122	Wooden Eye	Samantha Darcy
124	Arcane Church Symbol	Anna Dou ová
126	Blooded Lotus Symbol	Anna Dou ová
127	Bottle of Blood	Anna Dou ová
129	Codex Symbol	Anna Dou ová
130	Family Nocturn Symbol	Anna Dou ová
132	Heralds of the Broken Land Symbol	Anna Dou ová
134	Chicken Leg Curio	Anna Dou ová
134	Runed Hand Curio	Anna Dou ová
135	Hushed Coven Symbol	Anna Dou ová
137	Salted Circle Symbol	Anna Dou ová
139	Sanctum Vulpis Symbol	Anna Dou ová
139	Blue Potion Symbol	Anna Dou ová
140	Unseen Symbol	Anna Dou ová
143	Bottle of Herbs	Anna Dou ová
144	Strange Statue	Anna Dou ová
147-151	Witch Character Sheet	Eva Brown
Front Cover	Main Witch and landscape	Anna Dou ová
Back Cover	Eclipse	Samantha Darcy

THE ORDER OF FEEDBACK

Without these brave warriors, this book wouldn't be as good as it could be and the typo-vermin would have overrun the finished product. May their names be recorded and remembered for their contribution.

Name	Rank
Alex Wilson	Master and Commander
Andrew Wright	Marshal
Cameron	Squire
DragonbornDoug	Master and Commander
Georg Mir	Squire
Jeremy H	Squire
Joakim Almgren	Sergeant
Josh dV	Current Grand Master
Sam	Squire
Szymon	Squire
TenShillingsSixpence	Squire
pisapiza	Marshal

Symbol	English Equivalent
Jj	Jj
Kk	Kk
Ll	Ll
Mm	Mm
Nn	Nn
Oo	Oo
Pp	Pp
Qq	Qq
Rr	Rr
Ss	Ss
Tt	Tt
Uu	Uu
Vv	Vv
Ww	Ww
Xx	Xx
Yy	Yy
Zz	Zz
.,?!:;'"	.,?!:;'"

WITCH'S SCRIPT

Symbol	English Equivalent
Aa	Aa
Bb	Bb
Cc	Cc
Dd	Dd
Ee	Ee
Ff	Ff
Gg	Gg
Hh	Hh
Ii	Ii

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SPECIES _____

BACKGROUND _____

CLASS _____

LEVEL _____

PLAYER NAME _____

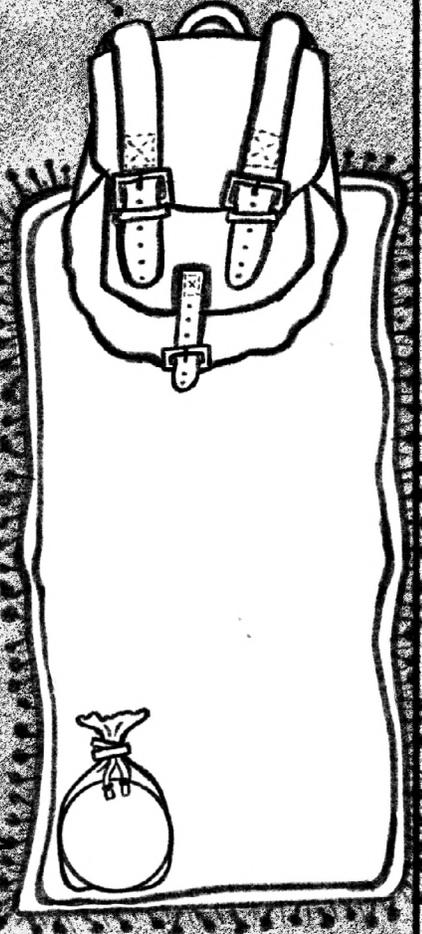
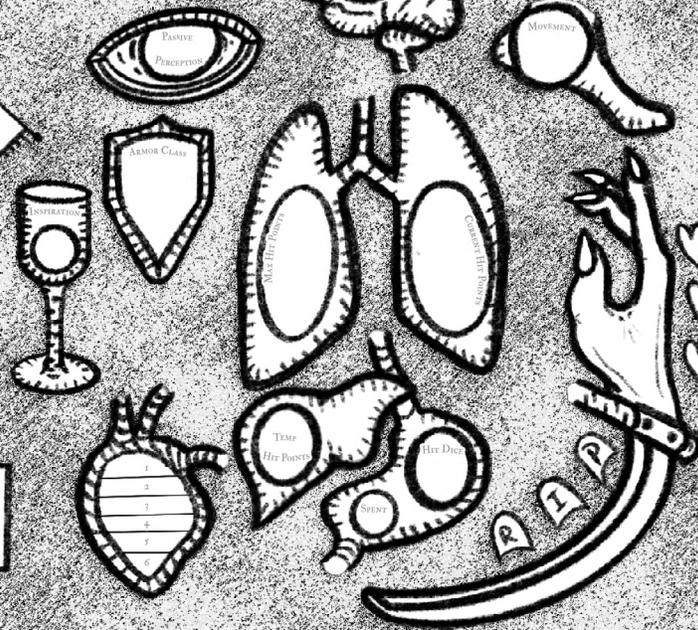
CAMPAIGN _____

ALIGNMENT _____

EXPERIENCE POINTS _____

Ability score modifiers:

- Strength: +1, +2, +3, +4, +5
- Dexterity: +1, +2, +3, +4, +5
- Constitution: +1, +2, +3, +4, +5
- Intelligence: +1, +2, +3, +4, +5
- Wisdom: +1, +2, +3, +4, +5
- Charisma: +1, +2, +3, +4, +5



Skills

Proficiency Bonus

STRENGTH

ATHLETICS

DEXTERITY

ACROBATICS

SLEIGHT OF HAND

STEALTH

INTELLIGENCE

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

Character name: _____

Class: _____

Proficiency Bonus: _____

Strength: _____

Dexterity: _____

Constitution: _____

Intelligence: _____

Wisdom: _____

Charisma: _____

Hit Points: _____

Armor Class: _____

Speed: _____

Skills: _____

Spells: _____

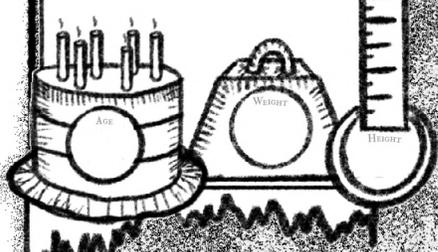
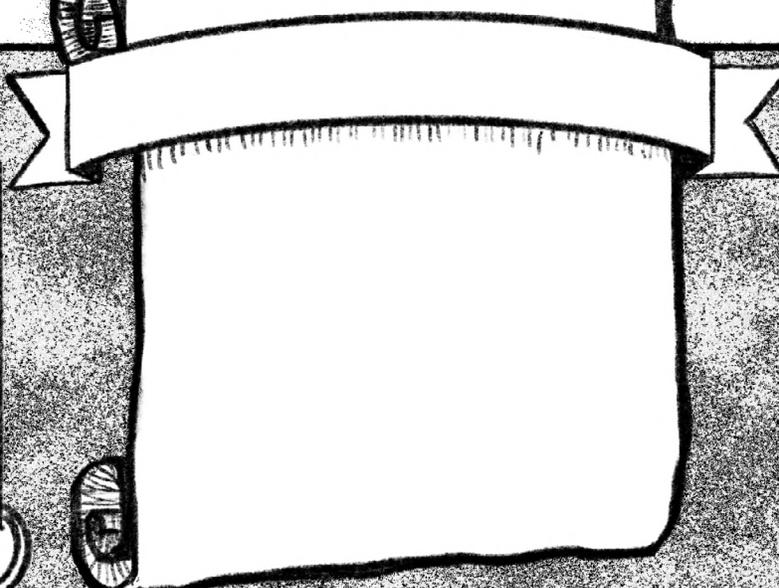
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Alignment: _____

Experience Points: _____

Description



Personality

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Features

& Traits

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Allies & Groups

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ideals

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bonds

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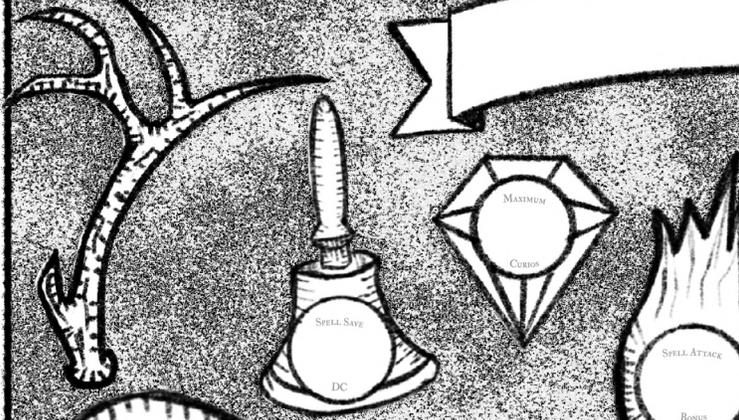
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Active Curios

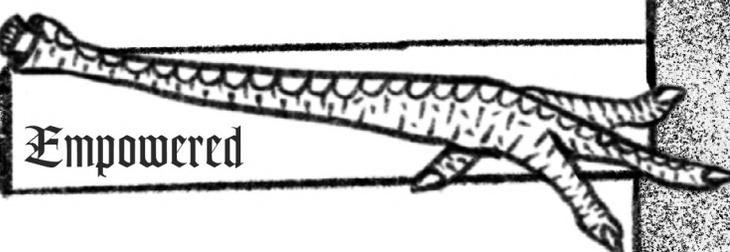
CREATING A CURIO TAKES 10 MINUTES AND A MUNDANE TINY ITEM. PASSIVE WORKS INSTANTLY, ACTIVE REQUIRES IT TO BE CHARGED BEFORE USING. YOU CAN RECHARGE BASIC CURIOS ON A SHORT REST, UNCOMMON AND EMPOWERED MUST BE RECHARGED ON A LONG REST. YOU CAN ONLY RECHARGE ONE MYTHIC CURIO PER LONG REST. EACH REST YOU CAN CHARGE A NUMBER OF CURIOS EQUAL TO YOUR INTELLIGENCE MODIFIER.



Basic Passive

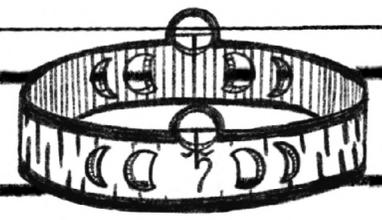
CURIO NAME _____ TYPE _____ C PG

Uncommon Passive



Empowered

Mythic



A
WITCH'S PRIMER

CONTAINS NEW GAME MATERIAL
AND WORLDBUILDING CONTENT
FOR 5TH EDITION. IN THIS BOOK, YOU'LL
FIND THE BRAND NEW WITCH CLASS WITH
FOURTEEN ARCHETYPES, FIVE ARCHETYPES
FOR THE STANDARD CLASSES, THREE NEW
BACKGROUNDS, FEATS, EQUIPMENT, 102 NEW SPELLS,
AND ADVICE ON HOW TO PLACE WITCHES INTO YOUR
WORLD. THIS SUPPLEMENT IS DESIGNED TO WORK
INSIDE THE SYSTEM AND TO EXPAND THE OPTIONS
FOR GAME MASTERS AND PLAYERS. BEFORE USING
ANYTHING FROM THIS BOOK PLAYERS SHOULD
ASK THEIR GMS ABOUT USING ANY MATERIAL.
GMS CAN ALSO USE THE NEW MATERIAL FROM
THIS BOOK FOR DESIGNING NONPLAYER
CHARACTERS. USE WHAT YOU WANT BUT
MOST IMPORTANTLY, ENJOY!