

Witch Class & Subclass Features

HEX 1st-Level Witch Feature

As a bonus action, you can give one Hex die [a d6] to a creature within 60 ft of you that can hear or see you. Once, within the next 10 mins, as a reaction when the creature makes an ability check, attack roll, or save—you can roll the Hex die & subtract result from the creature's check. The Hex die is then lost. A creature can have only one Hex die assigned at a time. You can use this feature a number of times equal to your WIS modifier & regain all uses when you finish a long rest.

SPELLCASTING 1st-Level Witch Feature

You can cast Wyrd spells. WIS is your spellcasting ability.

- **Spell Save DC:** 8 + your PB + your WIS modifier

- **Spell Attack Modifier:** your PB + your WIS modifier

Cantrips. You can cast simple spells called cantrips. Cantrips don't need to be prepared & they don't use spell slots.

Casting Spells. You can cast a spell you know by using a spell slot of the spell's circle or higher. You don't need to prepare spells ahead of time. You regain all slots when you finish a long rest.

Rituals. You can cast long-form spells called rituals. Rituals don't count against spells known & they don't use up spell slots.

Spellcasting Focus. You can use a wyrd focus or a witch implement created by Spirit Binding as a spellcasting focus.

SPIRIT BINDING 2nd-Level Witch Feature

You know how to create [2] witch implements: Soul Candle & Spirit Book. You can have different types of implements active at once.

Implements you create are only usable by you.

Creating Implements. Creating an implement requires a 1 hr. ritual (can be part of a rest), where you within 5 ft of a nonmagical item that meets the implement's prerequisites. At ritual's end, a spirit is bound into the target item, transforming it into a witch implement.

Replacing Implements. If you lose an implement or it's destroyed, you can repeat the ritual to create a replacement (destroying the previous implement if it still exists).

Unbinding Implements. A spirit bound in an implement is released if you die or the item is out of your possession for 24 hours—releasing the spirit causes the item to revert to its nonmagical state & it's no longer a witch implement for you. Otherwise, a spirit remains bound until you unbind it (no action) or you perform the ritual on a different item to create the same type of implement.

Witch Implement: Soul Candle (Hooded Lantern)

You bind a spirit of light into a candle mounted in a lantern.

- **Mystic Flame.** While the candle is within 60 ft, you can mentally command it to light or extinguish as a bonus action.

While lit, the candle sheds magical heatless flame only be seen by creatures you designate. When lit, you can choose for it to shed bright light in a 5 ft. radius out to a max of 30 ft, & it sheds dim light for additional ft equal to that radius. You can freely change the light's color, radius, or creatures that can see (no action).

- **Soul Fire.** While the candle is lit, you can use an action to activate soul fire for up to 1 min, which causes candle to emit one of the following effects (instead of bright or dim light):

- +++**Dark Sight.** You can see normally in magical & nonmagical darkness within the candle's radius.

- +++**Deep Sight.** You can see through solid matter. Objects within the candle's radius appear transparent & don't prevent light from passing through them. This effect can penetrate 1 ft of stone, 1 inch common metal, or up to 3 ft of wood or dirt. Thicker substances block this effect, as does a thin sheet of lead.

Witch Implement: Spirit Book (Tobin's Guidebook)

You bind a spirit of knowledge into a book. You gain new cantrips & spells (already in spell list).

- **Universal Language.** While holding the book, you can read any written language & understand any language you hear.

COVEN SPELLS 3rd-Level Twilight Soul Feature

Your subclass gives you access bonus coven spells. Once you gain a coven spell, it's always on your list of known spells & it doesn't count against the number of spells you know. Casting a coven spell still expends a spell slot.

If a coven spell isn't on the Wyrd spell list, it still counts as a Wyrd spell for you. You can't replace coven spells.

- 1st-Circle:** *detect evil & good, protection from evil & good*

- 2nd-Circle:** *misty step, spirit ward*

OBSCURING HEX 3rd-Level Twilight Soul Feature

When you use Hex to give a creature a Hex die, you can choose to become invisible to that creature for up to 1 minute. Each time you attack the creature, deal damage to it, or cast a spell targeting it—the creature can attempt a WIS save vs your spell save DC. On success, you are no longer invisible to it.

SPIRIT SENTINEL 3rd-Level Twilight Soul Subclass Feature

Over the course of 10 minutes, you can summon a spirit ally that appears in an unoccupied space within 10 ft of you. The spirit assumes the appearance of a Tiny Beast, but it is not a true creature—it doesn't have its own statistic, it can't act beyond what's described here. The spirit can't be targeted by attacks, spells, or effects.

While spirit is active, you can use an action to cause it to disappear or reappear in an unoccupied space within 10 ft. When it disappears, it takes refuge within you until you command it to appear again.

- **Casting.** When you cast a spell, you can cast it from your space or as if you were in the same space as the spirit. You can target a creature the spirit can see, even if you can't see that target.

- **Communication.** You can telepathically communicate with the spirit. It can't speak or write, but it understands & can read all languages you know.

- **Movement.** Spirit has 30 ft. fly speed & can hover. It can move through creatures & objects as if they were difficult terrain, but it must end its movement in an unoccupied space or it disappears (until you use action to command it to appear again). Other creatures & objects can freely move through or occupy the spirit's space.

- **Senses.** Spirit has 60 ft. darkvision & can telepathically convey what it sees to you. While the spirit is active you can't be surprised & you have advantage on checks that use Perception.

- **Controlling the Spirit.** On your turn, you can command the spirit to perform one of the following tasks (no action required). As a bonus action, you can have it perform a second task (same or new task):

- **Become Invisible.** Spirit becomes invisible. Invisibility lasts it uses Hinder or you cast a spell through the spirit.
- **Hinder.** Spirit inflicts a minor curse on one hostile creature within 5 feet of it. Target has disadvantage on the next attack roll or ability check it makes before the end of its next turn.
- **Move.** You command the spirit to move up to is speed to an unoccupied space of your choice.

Heritage Features & Talents

SEARCH & RESCUE Kithren Heritage Feature

You have access to a network of kithren in settlements across the land. If you need to locate a specific Humanoid, you can use this network to determine the direction to its last known location.

LEARNED RESEARCHER Alchemist Background Talent

-When you make an Arcana or Nature ability check, treat a d20 roll of 9 or less as though you rolled a 10. You can use this feature a number of times per long rest equal to your PB.

-When you spend downtime researching, the cost & time it takes is divided by [2] Roll your research resolution rolls with advantage. If you roll 11 or higher, you learn one additional clue.

MENTAL FORTITUDE Human Lineage Talent

-1/short rest, you can reroll a failed INT, WIS, or CHA save. You can choose to use the previous roll or the new roll.

-If you start your turn charmed, frightened, paralyzed, or stunned, gain 1 Luck.

Weapon Options

Weapon Option Save DC: [12]

DISARM *Temple Sword Weapon Option*

Make an attack roll with weapon. On hit, target must succeed a STR or DEX save (target's choice) or drop a weapon, shield, or object it's wielding. Dropped item lands in an unoccupied space within 5 feet.

HAMSTRING *Temple Sword Weapon Option*

Make an attack roll with weapon. On hit, the target's base move speed is reduced by 10 ft for 1 minute. A creature's speed can't be reduced by more than 10 ft with this weapon option. A creature within 5 ft of the target can take an action to tend the wound with a successful WIS (Medicine) check vs your weapon option DC, ending the effect. Effect also ends if target receives any magical healing.

PINNING SHOT *Dagger Weapon Option*

Make an attack roll with this weapon against a Large or smaller creature. On a hit, target must succeed a STR or DEX save (target's choice) or its speed becomes 0 ft until the end of its next turn. A creature (including target) can use its action to free the target with a STR (Athletics) check or DEX (Acrobatics) check (creature's choice) vs the attacker's weapon option DC. On a success, the target is freed & can move as normal. One success frees the target, regardless of number of weapons pinning it.

Cantrips

FIREBOLT

Arcane Cantrip (Evocation)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Make ranged spell attack against target. On hit, it takes [2d10] fire damage. Flammable items not being worn or carried ignite if hit.

GRAVE TOUCH

Arcane & Wyrld Cantrip (Necromancy)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

Make ranged spell attack against creature. On hit, it takes [2d8] necrotic damage & can't regain HP until start of your next turn. If target is Undead, it also has disadvantage on attack rolls against you until the end of your next turn.

GUIDANCE

Divine & Wyrld Cantrip (Divination)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Touch one willing creature. Once before spell ends, the target can roll a d4 & add result to an ability check—it can roll before or after making the check. The spell then ends.

MENDING (Heritage Spell)

Arcane & Divine Cantrip (Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (two lodestones)

Duration: Instantaneous

Repair a single break or tear in an item you touch, such as a broken chain link or a torn cloak. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the damage. If this spell is used to repair an object with hit points, it can restore up to 1 HP per casting but can't raise an object's HP to more than half its hit point maximum. This spell can cosmetically repair a magic item or Construct, but can't restore magic or HP to such targets.

MESSAGE

Arcane & Wyrld Cantrip (Enchantment)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of copper wire)

Duration: 1 round

You point your finger at a creature in range & whisper a message. The target (& only the target) hears the message & can whisper a reply that only you can hear. You can cast this spell through solid objects if you are familiar with the target & know it is beyond the barrier.

Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell.

SPARE THE DYING

Divine Cantrip (Necromancy)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You touch a living creature that has 0 HP & it becomes stable. This spell has no effect on Constructs or Undead.

THAUMATURGY

Divine & Wyrld Cantrip (Transmutation)

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Up to 1 minute

Manifest one of the following minor magical effects:

- Your voice booms three times as loud as normal.
- Cause flames to flicker, brighten, or change color
- Cause harmless tremors in the ground
- Create a sound, such as a raven's cry or ominous whispers
- Cause unlocked window or door to open or slam shut
- Alter the appearance of your eyes

VICIOUS MOCKERY

Arcane & Wyrld Cantrip (Enchantment)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You unleash a string of insults at a creature you can see in range. If target can hear you (doesn't need to understand you), it must succeed on a WIS save or take [1d4] psychic damage & have disadvantage on the next attack roll it makes before the end of its next turn.

1st-Circle Spells

CURE WOUNDS

1st-Circle Divine & Primordial (Necromancy)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature you touch regains HP equal to 1d8 + your spellcasting ability modifier. This spell has no effect on Constructs or Undead.

At Higher Circles. When you cast this spell using a slot of 2nd circle or higher, the healing increases by 1d8 for each slot above 1st.

DETECT EVIL & GOOD

1st-Circle Divine & Wyrld (Divination)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 mins

For the duration, you know if there is an Aberration, Celestial, Elemental, Fey, Fiend, or Undead within 30 ft. of you, as well as where the creature is located. You also know if there is a place or item within 30 ft. that has been magically consecrated or desecrated.

The spell can penetrate most barriers, but it's blocked by 1 ft of stone, 1 inch common metal, a sheet of lead, or 3 ft of wood or dirt.

FAERIE FIRE

1st-Circle Wyrð (Evocation)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Each object in a 20-foot cube in range is outlined in light. All creatures in the area when the spell is cast must succeed a DEX save, or also be outlined. Affected targets shed dim light in a 10-ft radius for the duration.

Attack rolls against an affected target have advantage if the attacker can see it. Affected targets also can't benefit from being invisible.

GUIDING BOLT

1st-Circle Divine & Wyrð (Evocation)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

Make ranged spell attack against creature in range. On hit, the target takes 4d6 radiant damage, & the next attack roll made against the target before the end of your next turn has advantage.

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

PROTECTION FROM EVIL & GOOD

1st-Circle Divine & Wyrð (Abjuration)

Casting Time: 1 action

Range: Touch

Components: V, S, M (holy water or powdered silver/iron—which the spell consumes)

Duration: Concentration, up to 10 mins

Until the spell ends, one willing creature you touch is protected against certain types of creatures: Aberrations, Celestials, Elementals, Fey, Fiends, or Undead.

Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If target is already charmed, frightened, or possessed by such a creature, it has advantage on any new save vs the relevant effect.

WITHERING GAZE

1st-Circle Arcane, Divine, & Wyrð (Transmutation)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Empower your gaze with a mighty entity's anger. As part of the action used to cast this spell & at the start of each of your subsequent turns while the spell remains active, you can force one creature within 30 feet of you that can see you to make a CHA save. On failure, creature takes 1d10 psychic damage & is frightened of you until the end of its next turn. If creature is already frightened, it must use all its movement on its turn to move as far from you as it can. On a success, creature takes half as much damage & isn't frightened.

2nd-Circle Spells

DARKNESS

2nd-Circle Arcane & Wyrð (Evocation)

Casting Time: 1 action

Range: 60 feet

Components: V, M (bat fur & a drop of pitch or piece of coal)

Duration: Concentration, up to 10 minutes

Magic darkness spreads from a point you choose in range to fill a 15-ft-radius sphere (spreads around corners) for duration. Darkvision can't penetrate this darkness, & nonmagical light can't illuminate it. If point chosen is on an item you're holding or one that isn't being worn/wielded, darkness emanates from the item & moves with it. Covering the source with an object like a cloak blocks the darkness. If any of this spell's area overlaps w/ an area of light created by a 2nd circle spell or lower, the spell that created the light is dispelled.

MISTY STEP

2nd-Circle Arcane & Wyrð (Conjuration)

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

You teleport up to 30 feet to an unoccupied space that you can see.

SPIRIT WARD

2nd-Circle Arcane & Wyrð (Abjuration)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

You call upon spirits to protect a creature you can see in range. The target gains 2d8 temporary hit points. In addition, while it has these hit points, the target also has resistance to one damage type of your choice: bludgeoning, piercing, or slashing. Both the temporary HP & the resistance end after 1 minute if they don't end sooner.

At Higher Circles. When you cast this spell using a spell slot of 3rd circle or higher, the temporary HP increases by 1d8 for each slot above 2nd.

SPIRITUAL WEAPON

2nd-Circle Divine & Wyrð (Evocation)

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes 1d8 + your spellcasting modifier force damage. As a bonus action on each subsequent turn, you can move the weapon up to 20 ft & repeat the attack against a creature within 5 feet of it.

At Higher Circles. If cast using slot of 3rd circle or higher, damage increases by 1d8 for every two slots above 2nd.

STAR BOLT

2nd-Circle Divine & Primordial (Evocation)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three shimmering, blue-white bolts that streak like falling stars toward targets within range. You can hurl them at the same or different targets. Make a ranged spell attack for each bolt. On a hit, the target takes 1d10 radiant damage & must make a CON save. On a failure, it is blinded until the end of its next turn.

In addition, on a hit, a bolt explodes in a burst of light. The target & all creatures in a 5-foot radius around it must make a DEX save. On a failure, a creature is wreathed in a blue-white glow, shedding dim light in a 10-foot radius until the start of your next turn. Any attack roll against an affected creature has advantage if the attacker can see it & affected creatures can't benefit from being invisible.

At Higher Circles. When you cast this spell using a spell slot of 3rd circle or higher, you create one additional bolt per slot above 2nd.

Ritual Spell List

LUCKY CHARM

1st-Circle Arcane, Divine, & Wyrld Ritual (Transmutation)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (an amulet worth at least 25 gp)

Duration: 24 hours

Using a specially crafted amulet, you store Luck for later use. You or another willing creature participating in the ritual must have at least 1 Luck. The participant allows 1 Luck to be taken & placed in the amulet. Afterward, a creature wearing the amulet gains 1 Luck, which doesn't count toward the creature's maximum Luck.

When the wearer uses Luck, it can draw on the Luck stored in the amulet as well as, or in place of, its own Luck. Once the Luck of the amulet has been depleted, the amulet can't be used again until this ritual is recast. If the Luck in the amulet isn't used before the duration expires, it dissipates.

At Higher Circles. Once you have access to 2nd-circle spell slots, the duration of this ritual increases by 24 hours for each circle you have access to above 2nd. Once you have access to 3rd-circle spell slots, you can store up to 2 Luck in the amulet.

PRAYER OF HEALING

2nd-Circle Divine Ritual (Necromancy)

Casting Time: 10 minutes

Range: 30 feet

Components: V

Duration: Instantaneous

Up to six creatures of your choice that you can see within range each regain HP equal to 2d8 + your spellcasting ability modifier. This spell has no effect on Constructs or Undead.

Once you cast this spell, you can't do so again until you complete a long rest.

WARDING CHARM

1st-Circle Divine & Wyrld Ritual (Abjuration)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (an amulet, ring or other piece of jewelry)

Duration: 8 hours

You transform a piece of jewelry into a warding charm, designating one creature present during the ritual (which can be you) as its bearer. While the designated bearer has the charm on their person, it has a bonus to any save it makes for the duration of the spell or until it fails a save (which immediately ends the spell). The bonus is equal to half your WIS modifier rounded down (minimum of +1).