

The Witch

Witches draw their magic from folk wisdom and traditional lore. It is not a theory, nor a gift of any supernatural patron. Witchcraft is simply practice that works, handed down from ancestors, teachers and peers, over many years. While nothing prevents men from becoming witches, many women are drawn to the class because it emphasizes traditional roles as healers, caretakers, temptresses and even poisoners (poison being the weapon of the weak and disenfranchised).

Witchcraft is concerned with practical, even humble, applications of magic: healing, warding, natural magic, curses and charming. Powerful witches will sometimes call upon extraplanar powers, but typically for short-term reasons rather than the full dedication of a warlock. Witches may acknowledge the reality of the religion, but view the gods as too distant, and theology as a waste of time.



Creating A Witch

Most witches never become adventurers, preferring the humble comforts of home or an isolated hut in the wilderness. When making a witch, consider why your character has decided to adventure: perhaps she is responding to a threat to her home, curious about the larger world, or is seeking more power.

Quick Build

You can make a witch quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Constitution. Second, choose the faith healer or hermit background. Third, choose the life or nature tradition.

Class Features

As a witch, you gain the following class features.

Hit Points

Hit Dice: 1d6 per witch level

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

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

Proficiencies

Armor: Light armor (most witches forego armor in favor of their shawl)

Weapons: Clubs, daggers, darts, quarterstaves, sickles, slings, spears

Tools: Herbalism kit

Saving Throws: Wisdom, Charisma

Skills: Choose two from Animal Handling, Insight, Intimidation, Medicine, Nature, Perception, Persuasion, and Survival

Equipment

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

- (a) a quarterstaff or (b) a club
- (a) a sling or (b) four darts
- Leather armor, an explorer's pack, and a herbalism kit

Level	Prof. Bonus	Features	Cantrips Known	Cantrips										
				1	2	3	4	5	6	7	8	9		
1st	+2	Spellcasting, Implements: Witch's Strike	2	2										
2nd	+2	Familiar, Tradition: Novice	2	3										
3rd	+2	Implements: Witch's Armor, Tradition: Initiate	2	4	2									
4th	+2	Ability Score Improvement, Familiar Attack	3	4	3									
5th	+3		3	4	3	2								
6th	+3	Implements: Brew Potions	3	4	3	3								
7th	+3	Familiar Link, Death Curse	3	4	3	3	1							
8th	+3	Ability Score Improvement	3	4	3	3	2							
9th	+4		3	4	3	3	3	1						
10th	+4	Implements: Overland Flight	4	4	3	3	3	2						
11th	+4	Improved Death Curse	4	4	3	3	3	2	1					
12th	+4	Ability Score Improvement	4	4	3	3	3	2	1					
13th	+5		4	4	3	3	3	2	1	1				
14th	+5		4	4	3	3	3	2	1	1	1			
15th	+5		4	4	3	3	3	2	1	1	1			
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1	1	1			
17th	+6		4	4	3	3	3	2	1	1	1	1		
18th	+6	Shawl: Witch's Protection	4	4	3	3	3	3	1	1	1	1		
19th	+6	Ability Score Improvement	4	4	3	3	3	3	2	1	1	1		
20th	+6		4	4	3	3	3	3	2	2	1	1		

Spellcasting

You have learned ancestral secrets about how to manipulate the world's energy to cast witch spells. See the player's handbook for general rules of spellcasting.

Cantrips

At 1st level, you know two cantrips of your choice from the common witch spell list. You learn additional witch cantrips of your choice from the common witch cantrip list at higher levels, as shown in the Cantrips Known column of the Witch table.

Spell Slots

The Witch table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these witch spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell sleep and have a 1st-level and a 2nd-level spell slot available, you can cast sleep using either slot.

Spell Known

You know a number of spells from the common witch spell list equal to your Wisdom modifier + your witch level (minimum of one spell). Each time you gain a new level, you will learn a new spell (of a level for which you have spell slots). For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level. Additionally, when you gain a level in this class, or spend one month in study, you can choose one of the common witch spells you know and replace it with another spell from the common witch spell list, which also must be of a level for which you have spell slots.

In addition, each tradition has a list of spells –its tradition spells– that you can learn. Once you learn a tradition spell, you know it as long as you stay within the tradition, and it doesn't count against the number of common witch spells you know.

Common Witch Spell List

You know a number of spells from the Common Witch Spell List equal to your Wisdom modifier + your witch level (minimum one).

Spell

Level Spells

cantrip	control flames§, deepen shadows*, friends, guidance, healer's charm*, hopelessness*, mending, message, minor illusion, oilskin*, prestidigitation, poison spray, produce flame, resistance, thaumaturgy, soothe fear and pain*, vicious mockery
1st	alarm, bane, beast bond§, charm person, command, comprehend languages, cure wounds, detect magic, detect poison and disease, evil eye*, faerie fire, fog cloud, fright*, identify, predict weather*, protection from evil and good, punji trap*, purify food and drink, secure home*, sanctuary, sleep, speak with animals, tasha's hideous laughter, unseen servant
2nd	alter self, augury, animal messenger, animal wildness*, calm emotions, blindness/deafness, detect thoughts, excite emotions*, enhance ability, enlarge/reduce, enthrall, fear, flesh mask*, find traps, gentle repose, gust of wind, hold person, inflict pain*, invisibility, lesser restoration, levitate, locate animals or plants, locate object, misty step, object history, phantasmal force, protection from poison, see invisibility, silence, snare trap*, spider climb, suggestion, zone of truth
3rd	bestow curse**, clairvoyance, conjure yeth hound*, dispel magic, fear, feign death, gaseous form, lesser fiendish ally*, magic circle, nature's veil*, nondetection, phantasmal stalker*, phantasmal trap*, phantom steed, protection from energy, remove curse**, sending, speak with dead, spirit guardians, tongues, water breathing
4th	banishment, blight, confusion, contact spirit of the dead*, control water, divination, freedom of movement, greater invisibility, hallucinatory terrain, locate creature, polymorph, soporific trap*, stone shape, warding*
5th	bestow community curse*, bestow major curse*, cloudkill, contact other plane, control winds§, dispel evil and good, dominate person, dream, gas, greater restoration, hold monster, immolate§, legend lore, planar binding, raise dead, scrying, seeming, telekinesis
6th	contingency, eyebite, find the path, flesh to stone, forbiddance, harm, heroes' feast, magic jar, planar ally, psychosis*, steal organ*, true seeing, wall of thorns
7th	etherealness, finger of death, mirage arcane, plane shift, sequester, symbol

8th animal shapes, antipathy/sympathy, control weather, dominate monster, fantastic vision, feeblemind, earthquake, maze, mind blank, , trap the soul, tsunami

9th astral projection, extend season*, gate, imprisonment, shapechange, true polymorph, weird

* New spell, see Appendix A.

** Changed spell, see Appendix A.

§ From Elemental Evil Player's Companion.

Spellcasting Ability

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

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

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

Spellcasting Focus

You can use an arcane focus (found in chapter 5 of the player's handbook) as a spellcasting focus for your witch spells. In addition, you can use your stick (see witch's implements below) as an arcane focus for any spell, and you can use your shawl as an arcane focus for any spell with a range of self.

Witch's Implements

Witches use specially prepared magical focuses to help them cast spells and grant other abilities. At 1st level, you start with a stick, which represents the projection of power and movement. A witch's stick is usually a walking stick, but it could be a rod, a distaff, a quarterstaff, a broom, a pitchfork or any other long, thin object. For example, Baba Yaga uses a pestle. When you reach 3rd level, you can create a magical implement called a witch's shawl, which represents protection. This traditionally takes the form of a shawl, but could be a cloak, scarf or other piece of clothing that covers your body. When you reach 6th level, you can create a magical implement called a witch's cauldron. This is ordinarily a heavily carved iron cauldron, but it might be a stone fountain or a natural pool. For example, Baba Yaga uses a mortar. Whatever its form, your witch's cauldron cannot be moved without losing its powers.

Witches usually choose or decorate their implements to reflect their tradition. For example, a death tradition stick mounted with a bird skull; a fate tradition cauldron made of heavy granite and carved with mystical runes; a life tradition shawl woven in a flowery pattern. As an exception, fiends tradition witches will disguise their implements to look as mundane as possible.

Creating a witch's implement takes 1 month. If you lose an implement or want to change one (for example, to move your cauldron to a new location), you can create a new one, at which time the old implement loses all of its powers. You can also adapt an appropriate magic item, such as a magic quarterstaff or a cloak of resistance, as your implement with 1 month work.

Certain of your tradition powers depend on using one or more of your implements. These are described in the rules for your tradition. In addition, certain powers which are universal to all witches are described below. Because of this, you are substantially weaker if you lose your implements. Finally, all of the powers work only for you, not for anyone else using your implements.

Stick

Witch's Strike

You can use your stick to make melee attack using your stick as if it was a quarterstaff (doing bludgeoning damage as normal). As an alternative, once per turn, you can make a melee spell attack with your stick that does $1d8 + \text{Wis}$ bludgeoning damage. If you have multiple attacks, you can make this attack multiple times.

Overland Flight

Starting at 10th level, you can straddle your stick to fly. Your flight speed is 60 feet, but you have very poor maneuverability (you cannot fly in enclosed spaces or make tight turns). Flying in this manner is clumsy, and you cannot cast a spell, make an attack or maintain any spell which requires concentration while flying. If you take any damage while flying, you must immediately use your reaction to make a Strength saving throw with a DC equal to damage taken to avoid falling off (if you don't have a reaction left, you automatically fall off). For these reasons, flying in combat is very dangerous.



Shawl

Witch's Armor

Starting at 3rd level, while you are wearing your witch's shawl, your armor class can't be less than 14. Calculate your armor class normally, including the use of a shield and dexterity; if it is less than 14, your armor class is 14. Starting at 10th level, your minimum armor class is 15, and starting at 15th level, your minimum armor class is 16.

Witch's Protection

Starting at 18th level, while wearing your shawl, you have advantage on all saving throws against spells and other magical effects.

Cauldron

Brew Potions

You learn formulas for how to brew potions and poisons using your cauldron, including magical means of brewing mundane poisons. To brew, you must cast one or more spells, spend a certain amount of money on raw materials, and additionally find common, uncommon or rare ingredients that cannot be purchased. You know the formulas for all the spells you can cast (and when your spells known change, you also change the formulas you know). If you know the minor illusion or prestidigitation cantrip, you can change the default appearance, taste and smell of any potion (or poison) when you create it, or incorporate it into food. However, if the victim actively tries to taste the potion (for example, because it is suspicious), the victim can detect its underlying taste with a successful Intelligence (Investigation) check against your spell save DC.

Formulas for brewing potions and poisons are set forth in Appendix B.



Familiar

When you reach 2nd level, you learn the find familiar spell and can cast it as a ritual. The spell doesn't count against your number of spells known. Some familiars are only available to certain traditions, and many traditions customarily use or a few familiars. When selecting your familiar, you should consider how other people will react. A black dog or a cat familiar will pass easily; an albatross or fox familiar is likely to cause you to be shunned by right-thinking people; and showing a quasit or shadow familiar will lead to your arrest and/or execution.

Albatross. Your familiar is a fey spirit that manifests as an albatross. Albatrosses are oceanic large birds, and will usually refuse to serve a witch that isn't near the sea. They are clumsy fliers, and are uneasy in enclosed spaces. Albatrosses are the traditional familiar for a sea witch. You can see and hear through your familiar's senses for up to 1 mile outdoors while flying (instead of 100 feet as normal). If your familiar dies, it can cast a death curse, similar to the witch ability. The death curse is an evil eye spell if you are less than seventh level; a bestow curse spell if you are seventh to eleventh level; and a bestow major curse if you are twelfth level or above. Most fishermen and sailors are aware of the death curse and will not harm albatrosses, especially those that act strangely or seem interested in human affairs.



Bat. Your familiar is a fey or fiendish spirit that manifests as a bat. Bat familiars are nocturnal and often live in enclosed spaces. They are echolocators (60 feet blindsight) but can be unsettled or uncooperative during the day. While your familiar is in darkness, you can see and hear through your familiar's senses for up to 1,000 feet (instead of 100 feet as normal).

Black Mastiff. Your familiar is a fiendish spirit that manifests as a coal-black mastiff related to a yeth hound. Unlike a normal mastiff, your familiar can see invisible and ethereal creatures up to 30 ft. (and you can use these senses when you see and hear through your familiar's senses). Black mastiffs make excellent guards.

Cat. Your familiar is a fey or fiendish spirit that manifests as a cat. Unlike a normal cat, your familiar has darkvision 60 ft. You can also see and hear through your familiar's senses for up to 1,000 feet (instead of 100 feet as normal). Curious and innocuous, cats make excellent urban scouts and spies. Within a week of living in any village (or village-sized district of a town or city), your cat can be assumed to know the habits and activities of its residents. Your cat won't know anything that a resident takes extraordinary efforts to hide, or that would be inaccessible to an ordinary cat, such as the contents of a bank vault or the presence of a disguised assassin. But it would know that a banker regularly meets with a cloaked visitor late at night, or that a courtier has a vial with a strange, alchemical smell.

Ferret. Your familiar is a fey spirit that manifests as a ferret, weasel, polecat or stoat. In addition to making an excellent scout or spy, ferrets are associated with healing. A ferret familiar can use the help action to assist you with Wisdom (Medicine) checks and can detect nonmagical poisons by smell.

Fox (Nature Tradition Only). Your familiar is a fey spirit that manifests as a fox. Fox spirits are more interested in humankind than most fey and often serve as intermediaries. Many fey will be more favorably disposed to you if you have a fox familiar nearby. While your fox familiar is present and visible, you have advantages on ability checks to interact socially with fey creatures. In addition, if your fox familiar is within 30 feet of you, you have advantage on saving throws against being charmed.

Heinzelmannchen aka Brownie (Life and Nature Traditions Only). Your familiar is a type of diminutive fey that is helpful in domestic chores, such as cleaning, and has some minor spellcasting abilities. Statistics for a Heinzelmannchen are found in Appendix D.

Ice Mephit (Winter Tradition Only). Your familiar is an ice mephit familiar. It obeys all the normal rules for a familiar (including being unable to attack until you have the Familiar Attack ability) and cannot

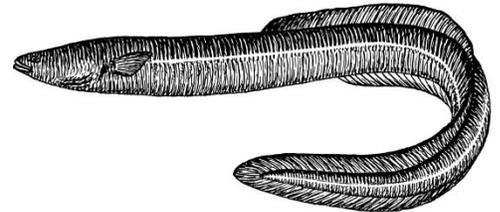
summon other mephits, but is otherwise a normal ice mephit. Statistics for an ice mephit are found in the Monster Manual.

Imp or Quasit (Diabolist Tradition Only) Your familiar is an imp or quasit. It obeys all the normal rules for a familiar (including being unable to attack until you have the Familiar Attack ability), but is otherwise a normal imp or quasit. Statistics for an imp and quasit are found in the Monster Manual.

Owl. Your familiar is a fey spirit that manifests as an owl. Owl familiars are nocturnal, and can be unsettled or uncooperative during the day but have excellent night vision (120 feet darkvision). From dusk until dawn, you can see and hear through your familiar's senses for up to 1 mile outdoors while flying (instead of 100 feet as normal).

Raven. Your familiar is a spirit that manifests as a raven. It tends to be more self-willed than ordinary familiar, and may choose to disobey or ignore your commands. However, your raven familiar has a special insight into the past and future. At least once a month (once a week if you are from the Fate tradition), your familiar will utter some useful, cryptic information about the past or the future that is currently relevant. You don't have any control over the subject of the utterance, and it may be couched in figurative language that you can't decipher. However, the information will always be relevant and accurate.

Sea Snake. Your familiar is a fey or fiendish spirit that manifests as a poisonous sea snake or eel. A sea snake or eel is strictly water-breathing and cannot survive outside salt water. These familiars are often useful to assert your authority over creatures of the sea. While your familiar is present and visible, you have advantages on Intimidate checks against sea creatures. In addition, sea beasts have disadvantage on saving throws against being charmed by you.



Shadow Familiar (Death Tradition Only) Your familiar is a shadow. It obeys all the normal rules for a familiar (including being unable to attack until you have the Familiar Attack ability) and cannot spawn new shadows from humanoids it kills, but is otherwise a normal shadow. Statistics for a shadow are found in the Monster Manual.

Spider (Venom Tradition Only). Your familiar is a fiendish spirit that manifests as a tiny spider. If your spider assists you in brewing poisons of any kind, those poisons have +1 DC. In addition, your spider familiar can absorb one dose of any poison you prepare, and deliver it in a bite attack.

Toad. Your familiar is a fiendish spirit that manifests as a toad. Toads are traditional familiars for witches that brew potions, employing the secretions of the toad to increase their potency. If your toad assists you in brewing potions of any kind, those potions have +1 DC.

Viper. Your familiar is a fey or fiendish spirit that manifests as a viper. Small and vulnerable, your viper rarely leaves your immediate vicinity. However, if you can trick anyone into looking in your viper's eyes while casting an enchantment spell on them, that person has disadvantage on any saving throw against that enchantment spell.

Familiar Attack

Starting at 4th level, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

Familiar Link

When you reach 7th level, you can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

Traditions

You choose to follow a particular witchcraft tradition that defines your major interests and methods. While you may dabble in other methods, your tradition gives your practice focus and depth. The following traditions are available: beguiling, death, diabolist, fate, life, nature, sea, veiled, venom, and winter.

Tradition Novice

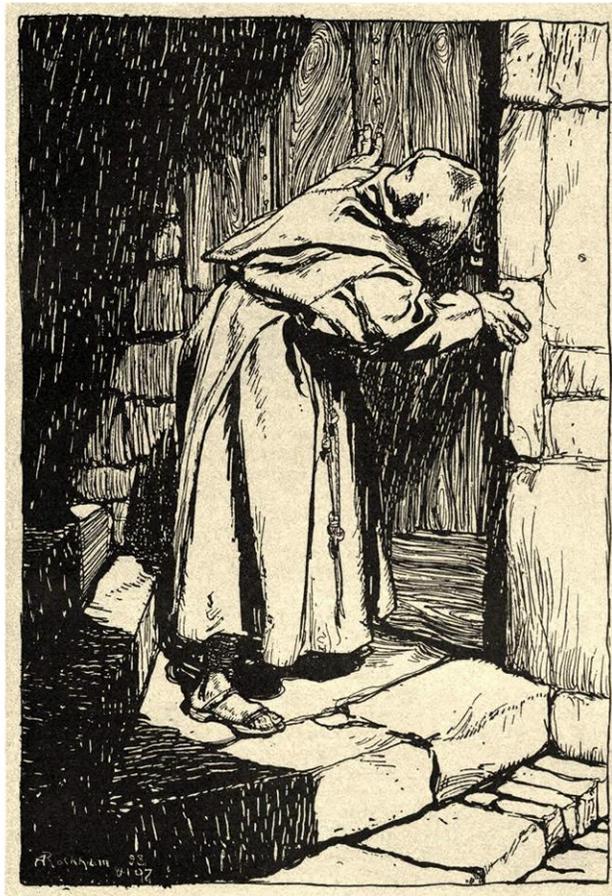
At 2nd level you learn the rudiments of a witch tradition. Choose a witch's tradition and learn one cantrip and one first level spell from the list of tradition spells for that tradition.

Tradition Initiate

At 3rd level you are initiated as a member of your witch's tradition. As a member, you know all listed spells of a level for which you have a slot. If this duplicates a spell you already know from the Witch's Common Spell List, you learn a replacement spell of the same level from the Witch's Common Spell List instead.

Alternatively, you can become a member of a different tradition by spending one month studying its precepts. If you do this, you replace the spells you learned at second level as a novice with different spells of the same level from the new tradition. Once you become a member of a tradition, you cannot switch traditions again.

In addition to learning spells, each tradition grants other special abilities as described below.



Beguiling Tradition

The beguiling tradition is the most natural and comfortable of all traditions, drawing upon the deepest instincts. Rather than direct opposition, you know how to turn strength upon itself. Your words are soft, beguiling and enthralling, and he can never resist. Yours is also the most ancient tradition, emphasizing the essence of female spirit. The temptress and femme fatale Sidonnia von Bork is from your tradition. Your symbols are the red rose, the green viper and the blue veil. Your powers are described below.

Resist Influence

You have advantage on any saving throw against being charmed. This ability is effective only while you are wearing your shawl.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *charm person* or *suggestion*, the duration changes to 24 hours; if cast using a spell slot two higher than the minimum, the duration changes to 10 days. If you cast *dream* and choose the damaging message, the target takes 5d6 psychic damage (instead of 3d6). If you cast *sending*, the message can be up to 50 words (instead of 25).

Alter Memories

At 10th level, you gain the ability to make a creature unaware of your magical influence on it. When you cast an enchantment spell to charm one or more creatures, you can alter one creature's understanding so that it remains unaware of being charmed.

Additionally, once before the spell expires, you can use your action to try to make the chosen creature forget some of the time it spent charmed. The creature must succeed on an Intelligence saving throw against your witch spell save DC or lose a number of hours of its memories equal to 1 + your Charisma modifier (minimum 1). You can make the creature forget less time, and the amount of time can't exceed the duration of your enchantment spell.

This ability is effective only while you are wielding your stick.

Sanctuary from Like Kind

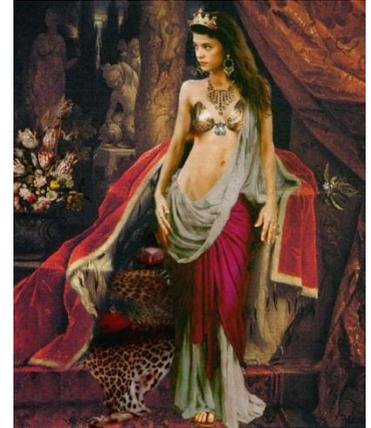
At 12th level, humanoid of your own race are reluctant to attack you. In order for such humanoids to target you with an attack, harmful spell or other hostile action, it must first make a Wisdom saving throw against your witch spell save DC. On a failed save, the humanoid must choose a different target, or the attack automatically misses. A humanoid will be immune against this effect for 24 hours if it succeeds on the saving throw, you take an overt hostile action against it or its allies, or you overtly aid others who have taken hostile action against it or its allies. This ability is effective only while you are wearing your shawl.

Vessel of Influence

At 14th level, after being in place for one year, your cauldron subtly affects the minds of nearby humanoids. All humanoids of CR 2 or lower who regularly reside within 6 miles of your cauldron are considered to be charmed by you. If a humanoid approaches within 500 feet of your cauldron with hostile intent, they must make a Wisdom saving throw against your witch spell save DC. On a failed save, the humanoid is confused (with the same effects as the *confusion* spell). An affected target can make another Wisdom saving throw at the end of each of its turns. Once a creature succeeds on a saving throw, it will be immune against this effect for 24 hours.

Free From Influence

Starting at 14th level, you are immune to being charmed, and when another creature attempts to charm you, you can use your reaction to attempt to turn the charm back on that creature. The creature must succeed



on a Wisdom saving throw against your witch spell save DC or be charmed by you for 1 minute or until the creature takes any damage. This ability is effective only while you are wearing your shawl.

Master of Men

At 20th level, your influence over humanoids grows. While humanoids are charmed by you, you can take a bonus action on your turn to verbally command what one humanoid will do on its next turn. This ability is effective only while you are wielding your stick.

Beguiling Tradition Witch Spell List

If you are from the Beguiling Tradition, you know all listed spells of a level for which you have a slot.

Spell

Level	Spells
cantrip	friends, vicious mockery
1st	charm person, dissonant whispers, evil eye*, invisibility to humanoids*
2nd	detect thoughts, enthrall, excite emotions*, suggestion
3rd	fear, hypnotic pattern, tongues
4th	compulsion, confusion, phantasmal killer
5th	dominate person, dream, mass suggestion, modify memory
6th	eyebite
7th	(none)
8th	glibness
9th	weird



Death Tradition

Your methods deal with the most fundamental issue of all: death and what comes after. You learn how to manipulate necromantic energies, allowing you to animate and control the undead, as well as sucking the life from the living. It may not be pretty, but it is powerful. Geisterbeschwörer Volkert hailed from your tradition; Orddu was famous for drawing the dead from her black cauldron; and it is rumored that Herzog Strad von Zarov travelled your path also. Your time is midnight, your colors are black and silver, and you can identify fellow practitioners with the symbols of the full moon or skulls.



Undead Thralls

Whenever you create an undead using a necromancy spell, the creature's hit point maximum is increased by an amount equal to your witch level, and the creature adds your proficiency bonus to its weapon damage rolls. This only affects undead created while you are using your stick.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *animate dead* or *create undead*, the spell creates or allows control over twice as many undead. If you cast *contact spirit of the dead*, you have advantage on the saving throw. If you cast *speak with dead*, the corpse answers ten questions (instead of five).

Sense Undeath

At 10th level, you automatically become aware of the presence of undead within 60 feet of you, as well as the approximate CR (within 4) of the highest CR undead within 60 feet. This awareness is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. This ability is effective only while you are wielding your stick.

Sanctuary from Undead

At 12th level, undead creatures are reluctant to attack you. In order for an undead to target you with an attack, harmful spell or other hostile action, it must first make a Wisdom saving throw against your witch spell save DC. On a failed save, the undead creature must choose a different target, or the attack automatically misses. A creature will be immune against this effect for 24 hours if it succeeds on the saving throw, you take an overt hostile action against it or its allies, or you overtly aid others who have taken hostile action against it or its allies. The sanctuary effect does not apply to any undead you summon. This ability is effective only while you are wearing your shawl.

Vessel of Influence

At 14th level, after being in place for one year, your cauldron creates a twisted, barren landscape of death and decay. Within 1 mile, creatures cannot heal during a short or long rest, without your permission. Moreover, within 1 mile, all creatures except you have disadvantage on any saving throw to avoid adding levels of exhaustion. At your choice, any creature killed within 1 mile of your cauldron rises as a shadow. Finally, a permanent *wall of bones* (as the spell) grows where you designate within 1,000 feet of your cauldron.

Conjure The Dance Macabre

At 20th level, you gain the ability to conjure the Danse Macabre (also known as the Totentanz). The Danse Macabre is a group of undead spirits that infect all that see or hear them to join in a wild dance that eventually results in their death. You can specify a location for the Danse Macabre to appear within 1 mile of your familiar. The Danse Macabre can be called only at midnight on the night of a full moon, and it lasts

until sunrise. To conjure the Danse Macabre, you need to use your cauldron as a focus, spend an hour and expend a 9th level spell slot.

Death Tradition Witch Spell List

If you are from the Death Tradition, you know all listed spells of a level for which you have a slot.

Spell

Level	Spells
cantrip	chill touch, hopelessness*, spare the dying
1st	evil eye*, ray of sickness, sleep
2nd	fear, feign death, flesh mask*, ray of enfeeblement
3rd	animate dead, speak with dead, spirit guardians
4th	blight, contact spirit of the dead*, death ward
5th	antilife shell, contagion
6th	create undead, harm, wall of bones*
7th	finger of death
8th	dominate undead*
9th	power word kill



Diabolist Tradition

You have learned how to wrest power from fiends to corrupt and destroy your enemies. It is a risky path, but only those that take risks can achieve the ultimate reward. Your tradition flourishes in the halls of learning and power, where rivals compete for any advantage. Your tradition is mortal enemies with the Church, so you have also learned minor illusions to hide your activities. This tradition is most common among Southrons and Mittlanders. It's also favored by dabblers who need just a little help to steal that ring, seduce that woman, or ruin that rival. Some say that Doctor Johann Faust was a Diabolist posing as a Hexenmeister. You have a blemish hidden on your body, where your familiar suckles blood for sustenance. The hidden symbol of your tradition is a pentagram, but openly showing that symbol is too dangerous, so you most often use a key when the symbol must be shown in public.



Language of Fiends

You learn your choice of the Abyssal or Infernal language.

Hidden Activities

You can use Minor Illusion to create a false aura hiding any magic aura on you, your familiar, or any items that you have possessed for at least 24 hours.

Lesser Fiend's Name

At 6th level, you learn the true name of one shadow demon or bearded devil, who will usually respond to you when you cast lesser fiendish ally. However, knowledge of its true name does not grant you any intrinsic power over the fiend, and does not ensure its cooperation.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *contact other plane*, you have advantage on the saving throw. If you cast *hallow*, *forbiddance*, *gate*, *magic circle*, *planar binding* or *warding*, the material component costs are halved.

Fiend's Name

At 10th level, you learn the true name of one glabrezu demon or chain devil, who will usually respond to you when you cast planar ally. However, knowledge of its true name does not grant you any intrinsic power over the fiend, does not ensure its cooperation, and if it doesn't like the terms you offer, it is fully capable of betraying you.

Sanctuary from Fiends

At 12th level, fiendish creatures are reluctant to attack you. In order for a fiend to target you with an attack, harmful spell or other hostile action, it must first make a Wisdom saving throw against your witch spell save DC. On a failed save, the fiend must choose a different target, or the attack automatically misses. A creature will be immune against this effect for 24 hours if it succeeds on the saving throw, you take an overt hostile action against it or its allies or you overtly aid others who have taken hostile action against it or its allies. The sanctuary effect does not apply to any fiendish creature you summon. This ability is effective only while you are wearing your shawl.

Vessel of Influence

At 14th level, after being in place for one year, your cauldron creates one of two effects, which you choose at the time you create or switch your cauldron. It can make a parched, blasted landscape filled with the stench of brimstone. Within 1 mile, the boundary between the material and lower planes thins.

Occasionally, the boundary thins so much that fiends come through. Because of these effects, ordinary creatures avoid the area and only hardy plants survive. Finally, a permanent *wall of fire* (as the spell) burns where you designate within 1,000 feet of your cauldron.

Alternatively, your cauldron can create no obvious effect. Instead, any attempt to detect a Minor Illusion spell you cast (including to create a false aura as described above) within 1 mile of your cauldron is done at disadvantage.

Greater Fiend's Name

At 14th level, you learn the true name of one demon or devil with a CR of 16 or less, who will usually respond to you when you cast planar ally. However, knowledge of its true name does not grant you any intrinsic power over the fiend, does not ensure its cooperation, and if you are unable to come to terms with this fiend, it is exceptionally dangerous.

Master of Fiends

At 20th level, your influence over fiends grows. While fiends are charmed by you, you can take a bonus action on your turn to verbally command what one fiend will do on its next turn. This ability is effective only while you are wielding your stick.

Archfiend's Name

At 20th level, you learn the true name of one demon lord or archdevil. This can assist you in summoning the fiend via planar ally, gate or other means. However, knowledge of its true name does not grant you any intrinsic power over the fiend, and does not ensure its cooperation. Needless to say, this fiend is so dangerous that you can only summon it only at peril to your mortal soul.

Diabolist Tradition Witch Spell List

If you are from the Diabolist Tradition, you know all listed spells of a level for which you have a slot.

Spell

Level	Spells
cantrip	control flames§, guidance, minor illusion, produce flame
1st	detect evil and good, disguise self, illusory writing, protection from evil and good
2nd	crown of madness, invisibility, scorching ray
3rd	lesser fiendish ally*, magic circle, spirit guardians
4th	banishment, wall of fire, warding
5th	contact other plane, dispel evil and good, hallow, planar binding
6th	planar ally, forbiddance
7th	plane shift, divine word
8th	incendiary cloud
9th	gate

Fate Tradition

Only by understanding one's destiny, whether of the present, the past or the future, can you achieve enlightenment and the ability to slip from the fate that controls the lives of other mortals. More than any other tradition, you understand the power of language, both spoken and written, to bind and to curse. Your tradition also deals with boundaries, both in space and time. The three wayward sisters who prophesized the rise and fall of Feldherren Macbet followed your tradition. The fate tradition is especially popular with Nords and trolls, and more with males than other traditions. Your time is dusk, and your symbol is runes carved upon stone.



Twist Fate

You can manipulate fate to your benefit. When you finish a long rest, roll two d20s and record the numbers rolled. Thereafter, if you are holding your stick, you can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Starting at 10th level, you can roll three d20s to manipulate fate instead of two. At 20th level, you can roll four d20s to manipulate fate, and, if you wish, you can replace one roll with a 1 result, and one roll with a 20 result.

Obscuring Fog

At 6th level, you are constantly surrounded by a 20-foot-radius sphere of fog centered on you. This fog lightly obscures everything within it, but does not affect your vision. You can suppress this effect at will, but if you lose consciousness, the sphere will spring back into being.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *contact other plane*, you have advantage on the saving throw. If you cast *heroes' feast* or *legend lore*, the material component costs are halved. If you cast *scrying*, the scrying target makes its saving throw at disadvantage.

Step Between Worlds

Starting at 10th level, while your obscuring fog is active, you can use your bonus action and a spell slot of at least 1st level to teleport up to 60 feet to an unoccupied space, or a spell slot of at least 3rd level to teleport up to 1,000 feet. In areas where the boundaries between planes are thin, you can do so without spending a spell slot. You can bring along objects as long as their weight doesn't exceed what you can carry. You can bring along your familiar, but no other creatures.

Vessel of Influence

At 14th level, after being in place for one year, your cauldron creates a strange, misty landscape in a 1 mile radius around it. Within this area, the boundary between the planes thins, and strange shapes and noises fill the area. Occasionally, the boundary thins so much that extraplanar creatures come through. Because of these effects, ordinary creatures avoid the area and only hardy plants survive. Finally, a permanent *guards and wards* spell centers on your cauldron.

Fate Tradition Witch Spell List

If you are from the Fate Tradition, you know all listed spells of a level for which you have a slot.

Spell

Level	Spells
cantrip	guidance, hopelessness*, vicious mockery
1st	bane, bless, evil eye*
2nd	aid, augury, locate object, object history*
3rd	bestow curse**, clairvoyance, glyph of warding, remove curse**
4th	banishment, divination, locate creature
5th	bestow community curse*, bestow major curse**, contact other plane, geas, legend lore
6th	planar ally, true seeing
7th	symbol
8th	maze
9th	foresight

Life Tradition

Your practice is to succor the needy, to give life and growth, even for the humble. You are often found among commoners, patiently easing pain and sustaining life while the rest of the world rushes by. You excel at medicines, and at poisons. The life tradition is found among all people, but especially Geatlings and trolls. Life tradition witches have, at best, an uneasy relationship with the Church, seeing as how you both compete for hearts and minds. But while the Church tries to impose its ideology from on high, you prefer to let your wisdom blossom from below. Your season is spring and your time is the dawn. Your symbol is the white pond lily, alone or on a lily pad, and sometimes a mortar and pestle.

Tradition of Care

Your healing spells are more effective than others. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level. This only affects healing spells cast using your stick as a focus.

Body of Health

At 6th level, your life force strengthens. You gain proficiency in Constitution saving throws and you are resistant to necromantic and poison damage.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *purify food and drink* or *create food and drink*, it affects or creates twice as much food and drink. If you cast *raise dead*, *resurrection* or *heroes' feast*, the material component costs are halved.

Body of Purity

At 10th level, your life force is so powerful that your body purges unnatural elements. You become immune to diseases, poisons, toxins and necromantic and poison damage.

Vessel of Influence

At 14th level, after being in place for one year, your cauldron subtly accelerates healing and growth. Within 1 mile, plants are more lush and productive, and living creatures are more healthy than normal. Moreover, all creatures have advantage on any saving throw to avoid natural, non-magical toxins such as impure water or decomposing flesh. During a short or long rest, hit points regained by spending hit dice are doubled.

Body of Perfection

At 20th level, your life force is so strong that age and infirmity have no hold on you. Your body slowly reverts to the form you had at the prime of your life. You are immune to effects that age you magically. You will still die of old age, but you age only one year for every ten years that pass.

Life Tradition Witch Spell List

If you are from the Life Tradition, you know all listed spells of a level for which you have a slot.

Spell

Level	Spells
cantrip	healer's charm*, sacred flame, soothe fear and pain*, spare the dying
1st	cure wounds, detect poison and disease, purify food and drink
2nd	gentle repose, lesser restoration, protection from poison
3rd	create food and water, mass healing word, revivify
4th	aura of life, aura of purity, death ward
5th	greater restoration, mass cure wounds, raise dead
6th	heal, heroes' feast
7th	regenerate, resurrection
8th	(none)
9th	true resurrection

Nature Tradition

Your methods allow you to integrate with the wild forces of nature: the land, the air, the plants, the beasts and the fairies. Your tradition is the most solitary, making your home deep in the woods, but your woodland friends ensure you are not lonely. You are perhaps closer to understanding fairies than any other humankind. Only your tradition knows the joy of the wind beneath your wings, the stream running through your gills, and the trail beneath your paws. Your tradition is more intuitive than others, and less likely to congregate and share methods. Baba Yaga, grandmother witch herself, hails from your tradition. Your season is summer. You rarely need symbols, but when you do you are likely to choose elements from those most fey of animals: the fox's fur and the swan's feather.



Wild Shape

You can use your action and expend a witch spell slot of 1st level or higher to wild shape into a tiny beast that with CR lower than 1. If you use a witch spell slot of 2nd level or higher, you can wild shape into a small beast of CR 1 or lower, and if you use a witch spell slot of 3rd level or higher, you can wild shape into a swarm of tiny beasts of CR 1 or lower. Unlike the druid ability, there is no limitation on your flying or swimming speed. You can revert back to your normal form by using your action. Otherwise, this feature functions like the druid wild shape feature. You must use your stick to wild shape.

Nature's Stride

You can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell. You must be holding your stick to benefit from this ability.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *conjure animals*, *conjure woodland beings* or *conjure fey*, the duration changes to 24 hours; if cast using a spell slot two higher than the minimum, the duration changes to 10 days.

Nature's Sanctuary

At 12th level, creatures of the natural world are reluctant to attack you. In order for a beast or plant creature to target you with an attack, harmful spell or other hostile action, it must first make a Wisdom saving throw against your witch spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. A creature will be immune against this effect for 24 hours if it succeeds on the saving throw, you take an overt hostile action against it or its allies or you overtly aid others who have taken hostile action against it or its allies. The sanctuary effect does not apply to any creature you summon. This ability is effective only while you are wearing your shawl.

Vessel of Influence

At 14th level, after being in place for one year, your cauldron makes the environment wilder and lush. Within 6 miles of your cauldron, heavy undergrowth makes travel difficult, and is treated as difficult terrain. In addition, all beasts of CR 2 or less who regularly reside within this area are considered to be charmed by you. They can serve as your spies and servants, and will warn of you of the approach of any obviously hostile creatures. Finally, a permanent *wall of thorns* (as the spell) grows where you designate within 1,000 feet of your cauldron.

Master of Natural Creatures

At 20th level, your influence over natural creatures grows. While beast and plant creatures are charmed by you, you can take a bonus action on your turn to verbally command what one will do on its next turn. This ability is effective only while you are wielding your stick.

Call The Wild Hunt

At 20th level, you gain the ability to call the Wild Hunt (also known as the Wilde Jagd or the Herlathing). The Wild Hunt is a fey hunting party led by the Horned Man that can destroy your enemies. You can specify a target (creature or place) for the Wild Hunt, but once summoned, it may also hunt others. The Wild Hunt can be called only at sunset on an equinox or solstice, and will hunt until sunrise. To call the Wild Hunt, you need to use your cauldron as a focus, spend an hour and expend a 9th level spell slot.

Nature Tradition Witch Spell List

If you are from the Nature Tradition, you know all listed spells of a level for which you have a slot.

Spell

Level	Spells
cantrip	druidcraft, poison spray, thorn whip
1st	animal friendship, beast bond\$, entangle, speak with animals
2nd	animal messenger, animal wildness*, locate animals or plants, pass without trace
3rd	conjure animals, meld into stone, speak with plants
4th	conjure woodland beings, control water, dominate beast
5th	commune with nature, insect plague, tree stride
6th	conjure fey, wall of thorns
7th	fire storm
8th	control weather, earthquake, tsunami
9th	extend season*



Sea Tradition

You are close to the seas and the weather. At the beginning of your career, you are usually be found among fisherfolk and sailors, but with more power, you inevitably retreat to an undersea lair. Like the weather, you can be helpful or predatory, as the mood takes you; you have a definitely lean towards chaos. Your tradition is associated with boundaries: seas versus land, and civilization versus raw nature. Morghana des Meeres is from your tradition. Your season is fall, when storms sweep the seas. Your symbol is a seashell, often inset with a pearl.

Water And Winds

You gain a swimming speed equal to your walking speed. In addition, you have advantage on any saving throws to resist wind-based effects such as gust of wind.

Storm's Child

When using your stick as an arcane focus, you add +1 to the damage roll of any spell you cast that does lightning damage. However, any attack you make that deals fire damage is done at disadvantage, and creatures have advantage to make saving throws against spells you cast that deal fire damage.

Water And Winds

At 6th level, you are amphibious. You can breathe air and water equally well. This ability functions only when you are wearing your shawl.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *conjure sea animals* or *conjure creatures of the deep*, the duration changes to 24 hours; if cast using a spell slot two higher than the minimum, the duration changes to 10 days. If you cast *control weather*, you can change the precipitation and wind weather condition by two stages (instead of just one), but the temperature can still only be changed by one stage.

Freedom Of The Seas

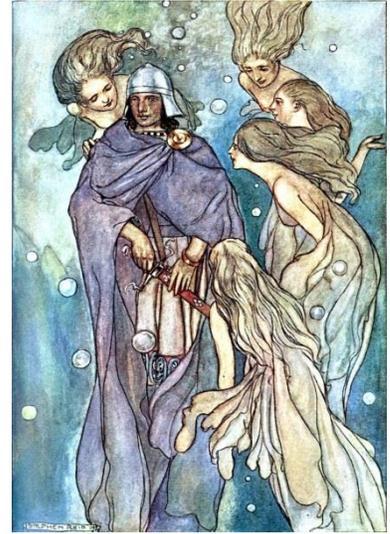
Starting at 10th level, while you are completely submerged in the sea, you benefit from a continuous *freedom of movement* effect (as the spell). You are unaffected by difficult terrain (including currents and whirlpools), and spells and other magical effects can neither reduce your swim speed or cause you to be paralyzed or restrained. You can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled. Also, being underwater imposes no penalties on your movement or attacks. This ability functions only when you are wearing your shawl.

Freedom Of The Winds

Starting at 10th level, the winds support you while using your stick's flying ability. Instead of straddling your stick, you can simply hold onto your stick to fly at half your walking speed with perfect maneuverability and without any danger of falling off. However, while flying in this manner, strong winds deafen you (and any other creatures in your space).

Sea's Sanctuary

At 12th level, sea creatures are reluctant to attack you. In order for a sea beast to target you with an attack, harmful spell or other hostile action, it must first make a Wisdom saving throw against your witch spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. A creature will be immune against this effect for 24 hours if it succeeds on the saving throw, you take an overt hostile action against it or its allies or you overtly aid others who have taken hostile action against it or its allies. The sanctuary effect does not apply to any creature you summon. This ability is effective only while you are wearing your shawl.



Vessel of Influence

At 14th level, after being in place for one year, your cauldron makes the weather heavier nearby. Permanent storms brood in the skies above your cauldron, with rumbling thunder and occasional lightning strikes. Within 6 miles of your cauldron, unpredictable winds, marshy terrain, contrary currents and choppy waves makes travel difficult (treat it as difficult terrain). Permanent storms brood in the skies above your cauldron. In addition, all sea beasts of CR 2 or less who regularly reside within this area are considered to be charmed by you. They can serve as your spies and servants, and will warn of you of the approach of any obviously hostile creatures. Finally, up to three *maelstroms* (as the spell from Elemental Evil Player's Companion) appear in bodies of water where you designate within 1,000 feet of your cauldron. Your cauldron has these effects only if it is no more than 1 mile from the sea.

Master of Sea Creatures

At 20th level, your influence over sea creatures grows. While sea beasts are charmed by you, you can take a bonus action on your turn to verbally command what one will do on its next turn. This ability is effective only while you are wielding your stick.

Call Hurricane

At 20th level, you gain the ability to call a hurricane. You specify any coastal location within 100 miles of you, which will be subject to hurricane storms for up to 3 days. Wind, rain and flooding will make the terrain difficult, and damage structures. You can only call a hurricane during the stormy season, and not more than once per year. To call a hurricane, you need to use your cauldron as a focus, spend an hour and expend a 9th level spell slot.

Sea Tradition Witch Spell List

If you are from the Sea Tradition, you know all listed spells of a level for which you have a slot.

Spell

Level Spells

cantrip	gust§, shape water§, shocking grasp
1st	call fish*, create or destroy water, fog cloud, predict weather*, thunderwave
2nd	gust of wind, warding wind§
3rd	call lightning, conjure sea animals*, fly, tidal wave§, water breathing, wind wall
4th	control water, retrieve object from the deeps*, storm sphere§
5th	commune with seas*, conjure creatures of the deep*, control winds§, maelstrom§ (in an existing body of water only)
6th	chain lightning, wind walk
7th	whirlwind§
8th	control weather, tsunami
9th	storm of vengeance

Veiled Tradition

You are a master of misdirection, using your enemies preconceived notions against them. You can dazzle and confuse. But ultimately, your power is drawn from the Shadowfell, and fear and madness lace your illusions. Your color is slate gray and your symbol is a black pearl.

Improved Minor Illusion

When you cast minor illusion, you can create both a sound and an image with a single casting of the spell.

Shadow Illusions

Because your illusions draw directly from the Shadowfell, when you cast minor illusion, silent image, major image, seeming, programmed illusion or mirage arcana, the spell save DC is +1 if the illusion is a decayed, shadowy or desaturated version of reality.

Darkvision

You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Subtle Casting

Starting at 6th level, you can choose to forego somatic and verbal spell components by using a bonus action (you still must use whatever action is required to cast the spell). This ability is effective only while you are wearing your shawl.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *phantom steed*, the duration changes to 8 hours. If you cast *conjure yeth hound* or *shadow ally*, twice as many yeth hounds or shadow demons appear. If you cast *dream* and choose the damaging message, the target takes 5d6 psychic damage (instead of 3d6). If you cast *programmed illusion*, the scripted performance can last up to 20 minutes (instead of only 5 minutes).

Vanish into Shadows

Starting at 10th level, when you are in an area of dim light or darkness, you can take the Hide action as a bonus action. This ability is effective only while you are wearing your shawl.

Improved Illusions

Starting at 10th level, when you cast an illusion that has a duration of 1 minute or longer, you can use your action to change the nature of that illusion (using the spell's normal parameters for the illusion), provided that you can see the illusion. This ability is effective only while you use your stick as an arcane focus.

Fearless

Starting at 12th level, you are immune to being frightened. This ability is effective only while you are wearing your shawl.

Vessel of Influence

At 14th level, after being in place for one year, your cauldron subtly dims light and deepens shadows nearby. Any saving throw against frightening or fear effects made within 3 miles of your cauldron are made at disadvantage. Within 1 mile, the boundary between the material plane and the shadowfell thins.



Occasionally, the boundary thins so much that shadow demons and other shadow creatures come through. Finally, you can place up to three permanent *darkness* areas (as the spell) within 1,000 feet of your cauldron.

Master of the Shadowfell

At 20th level, your influence over shadowfell creatures grows. While shadowfell creatures are charmed by you, you can take a bonus action on your turn to verbally command what one will do on its next turn. This ability is effective only while you are wielding your stick.

Veiled Tradition Witch Spell List

If you are from the Shadow Tradition, you know all listed spells of a level for which you have a slot.

Spell	
Level	Spells
cantrip	deepen shadows*, hopelessness*, minor illusion
1st	dissonant whispers, fright*, silent image
2nd	darkness, invisibility, phantasmal force, silence
3rd	conjure yeth hound*, fear, major image, phantasmal stalker*, phantom steed, phantasmal trap*
4th	greater invisibility, hallucinatory terrain, phantasmal killer, shadow ally*
5th	dream, mislead, seeming
6th	programmed illusion, psychosis*
7th	mirage arcana
8th	fantastic vision*, feeblemind
9th	weird



Venom Tradition

By inclination or happenstance, you have sought the secrets of poison. This has led you to the most perfect poisoner: the spider. Your pharmacopeia is the widest, and you know just the right potion to get what you want. The elite may disapprove, but you know that poison is the weapon of the weak against the powerful. Your time is midnight and your color is blood-red.

Poisoner

When using your stick as an arcane focus, you add +1 to the damage roll of any spell you cast that does poison damage.

Poison Expert

You have expertise in using a poisoner's kit, i.e. your proficiency bonus is doubled for ability checks using a poisoner's kit, including to prepare poisons from incapacitated or dead creatures.

Inured to Poison

At 6th level, you become inured to poison. You have resistance to poison damage.

Web Crawler

At 6th level, you can ignore movement restrictions caused by webbing, and you can sense the exact location of any other creature in contact with the same web. This ability only functions while you are wielding your stick.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *giant insect*, the duration changes to 8 hours and concentration is unnecessary. If you cast *etherealness*, the duration changes to 24 hours.

Improved Poisoner

At 10th level, instead of adding +1 to the damage roll of any spell you cast that does poison damage using your stick as a focus, you add your Wisdom modifier.

Poison Immunity

At 10th level, you are so often exposed to poisons that you become immune to poison damage.

Sanctuary From Spiders

At 12th level, spiders are reluctant to attack you. In order for a spider (including a giant spider, giant wolf spider, phase spider or swarm of spiders, as well as an ettercap or an aranea) to target you with an attack, harmful spell or other hostile action, it must first make a Wisdom saving throw against your witch spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. A creature will be immune against this effect for 24 hours if it succeeds on the saving throw, you take an overt hostile action against it or its allies or you overtly aid others who have taken hostile action against it or its allies. The sanctuary effect does not apply to any creature you summon. This ability is effective only while you are wearing your shawl.

Vessel of Influence

At 14th level, after being in place for one year, spiders of all kinds occupy the area within 1 mile of your cauldron, including giant spiders, giant wolf spiders and phase spiders. Cobwebs fill many enclosed or protected spells. All spiders of CR 4 or less who regularly reside within this area are considered to be charmed by you. They can serve as your spies and servants, and will warn of you of the approach of any obviously hostile creatures. Finally, a permanent *wall of webs* (as the spell) grows where you designate within 1,000 feet of your cauldron (this is usually formed into a permanent burrow).

Spider Assassin

At 20th level, you can send an ethereal assassin spider to murder a target you designate. The spider will travel ethereally to the target, then wait for it to sleep. Once the target is asleep, the assassin spider will shift

to the material plane. It then must wait 1 minute before biting the target. When the target is bit it must make a DC 24 Constitution saving throw or take 88 (16d10) poison damage and become unconscious and paralyzed, and the target must make another saving throw one minute later. If the saving throw succeeds, the target only takes half damage and does not need to make any additional saving throws, and wakes. However, if the first saving throw is failed, the paralyzed condition will continue until the target recovers from an effect that can remove paralysis. The assassin spider will be blocked if the victim is protected against ethereal movement, and it cannot affect targets that are immune to poison damage. You can only send an assassin spider once per year, and only on the night of a new moon.

Venom Tradition Witch Spell List

If you are from the Venom Tradition, you know all listed spells of a level for which you have a slot.

Spell

Level	Spells
cantrip	poison needle*, poison spray, true strike
1st	detect poison and disease, longstrider, ray of sickness
2nd	hold person, inflict pain*, protection from poison, spider climb, web
3rd	blink, stinking cloud
4th	giant insect, wall of webs*
5th	cloudkill, insect plague
6th	steal organ
7th	etherealness
8th	spider carpet*
9th	(none)

Winter Tradition

Your tradition is the void before life, before warmth, before matter, before movement itself. Your tradition is the most direct and powerful, slowing and sapping your enemies. You tend to be relentless and intelligent, but completely unemotional. Your tradition is not just about destruction, advanced practitioners can create a perfect, cold simulacrum of matter, and even life itself, drawn from the void. Of course Nords are drawn your tradition, but just as often isolated people in high snowy valleys. Your season is winter, and your color is white.

Winter's Chill

When using your stick as an arcane focus, you add +1 to the damage roll of any spell you cast that does cold damage. However, any attack you make that deals fire damage is done at disadvantage, and creatures have advantage to make saving throws against spells you cast that deal fire damage.

Ice Glide

While holding your stick, you can glide on ice and snow. You can move 10 feet on ice or snow by spending 5 feet of movement, and can ignore movement penalties from difficult terrain caused by ice or snow.

Inured to Cold

At 6th level, you become inured to cold. You have resistance to cold damage.

Vessel of Potency

At 6th level, your cauldron enhances certain spells for you when you use your cauldron as an arcane focus. If you cast *conjure ice elemental*, the duration changes to 24 hours; if cast using a spell slot two higher than the minimum, the duration changes to 10 days. If you cast *control weather*, you can change the temperature by two stages (instead of just one), but only colder. If you cast *simulacrum*, your duplicate starts with full hit points of the creature it duplicates (instead of half). If you cast *snow fabrication*, you can fabricate a Huge sized object (instead of Large), i.e. a 15-foot cube of 27 5-foot cubes.

Improved Chill

At 10th level, instead of adding +1 to the damage roll of any spell you cast that does cold damage using your stick as a focus, you add your Wisdom modifier.

Cold Immunity

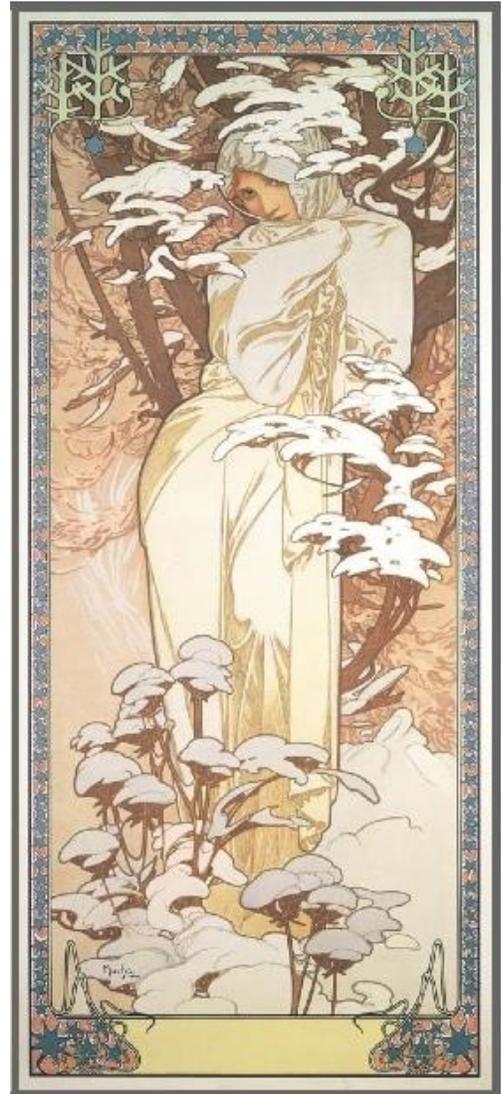
At 10th level, you are so exposed to cold that you become immune to cold damage.

Sharp Ice

At 10th level, you can modify any cold spell that you cast using your stick as an arcane focus to create sharp ice crystals. Half of any cold damage is converted into piercing damage.

Winter's Sanctuary

At 12th level, ice elementals and arctic beasts are reluctant to attack you. In order for an ice elemental or arctic beast to target you with an attack, harmful spell or other hostile action, it must first make a Wisdom saving throw against your witch spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. A creature will be immune against this effect for 24 hours if it succeeds



on the saving throw, you take an overt hostile action against it or its allies or you overtly aid others who have taken hostile action against it or its allies. The sanctuary effect does not apply to any creature you summon. This ability is effective only while you are wearing your shawl.

Vessel of Influence

At 14th level, after being in place for one year, your cauldron cools the natural environment around it. Within 6 miles of your cauldron, the temperature is made up to two stages colder (as described in the *control weather* spell). If the temperature is cold or arctic cold, snow makes difficult terrain, and if the temperature is arctic cold, creatures will be subjected to extreme cold, as described in the *Dungeon Master's Guide*. Finally, a permanent *wall of ice* (as the spell) forms where you designate within 1,000 feet of your cauldron.

Master of Ice Elementals

At 20th level, your influence over ice elementals grows. While ice elementals are charmed by you, you can take a bonus action on your turn to verbally command what one will do on its next turn. This ability is effective only while you are wielding your stick.

Call Polar Blizzard

At 20th level, you gain the ability to call a polar blizzard. You specify any location within 100 miles of you, which will be subject to unnatural cold, driving hail and extreme heavy snow for up to 10 days. Snow and ice will make the terrain difficult, and the hail can be hard enough to kill or injure creatures and damage structures. You can only call a polar blizzard during the winter, and not more than once per winter season. To call a polar blizzard, you need to use your cauldron as a focus, spend an hour and expend a 9th level spell slot.

Winter Tradition Witch Spell List

If you are from the Winter Tradition, you know all listed spells of a level for which you have a slot.

Spell

Level	Spells
cantrip	ray of frost, water to ice*
1st	fog cloud, ice knife§, sleep
2nd	hold person, ice slick*
3rd	slow, sleet storm
4th	ice storm, snow fabrication*
5th	cone of cold, conjure ice elemental, hold monster
6th	otiluke's freezing sphere, wall of ice, flesh to stone
7th	simulacrum
8th	control weather
9th	storm of vengeance

Death Curse

Starting at 7th level, when you die, as your soul separates from your corpse, you can cast Bestow Curse on your killer (as the highest level spell for which you normally have a spell slot). This does not take an action, and you do not need to actually expend a spell slot. The target is magically aware of the curse, so the fact that you are unable to speak it aloud does not foil the curse. However, the other requirements of the spell must be met (including the fact that the target must be in range and able to see your corpse). Casting a death curse permanently consumes your soul, preventing you from being raised, reincarnated or resurrected by any means.

Improved Death Curse

Starting at 11th level, you cast Bestow Major Curse, rather than Bestow Curse, as your death curse.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.



Appendix A: New Spells

Animal Wildness

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 24 hours

Choose a single beast or bestial monstrosity within range that can see and hear you. It loses any training or domestication, reverting to its ancestral, instinctive nature. Thus, a dog act will act like a wolf, a horse will be unbroken and refuse riders, a hunting falcon will fly away, a griffon will forget its training. This spell will cancel an ongoing animal friendship, animal messenger or speak with animals spells.

Only beasts and monstrosities with beast-like intelligence (i.e. Intelligence 1 or 2) are affected by this spell, and the creature will resume its domestication or training after 24 hours. This spell does not affect familiars (which are actually spirits that manifest as animals), awakened animals or paladin's steeds (too intelligent). The spell will affect a ranger's animal companion and similar strongly-bonded creatures, but the companion can make a Will saving throw, using either its saving throw or its master's score; and if the saving throw succeeds, then the spell has no effect.

Bestow Community Curse

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Permanent until removed

You speak aloud a curse on a community of no more than 500 susceptible creatures (see below). A community can be geographic (e.g. the village of Gruncomt), familial (e.g. the descendants of Comte Zarren), or by association (e.g. the Eidelburg stonemason's guild). Creatures without natural, pre-existing relationships don't constitute a community (e.g. the patrons of this tavern). If you specify a community with more than 500 members, the spell fails.

The curse must be made in the presence of at least 7 members of the community, including at least one prominent leader that can see you and hear you. The leader with the highest saving throw (not

necessarily the one which witnessed the curse) makes a Wisdom saving throw on behalf of the entire community. If it fails, then beginning on the next dawn and continuing until the curse is removed, the targeted community is subject to one of the following effects (chosen by you at the time the spell is cast):

- The community is plagued by rats or other vermin.
- Crops fail, tools break, raw materials become unsuitable and the material basis of the community erodes.
- Visitors dwindle and bypass the community as it fades from the memory of the wider world.
- Members who die rise as zombies or other undead.
- No children are born to community members.
- An effect of similar power that is appropriate for the target and approved by the DM.

At the time the spell is cast, the caster must announce an appropriate condition that will allow the curse to be broken. In addition, a remove curse spell ends it as described in the remove curse spell, but this spell cannot be dispelled.

In order to be susceptible to a curse, the creatures who constitute the community must be capable of understanding the curse and be mortal, i.e. have a soul. Thus, a creature that is unintelligent, cannot hear, or cannot understand the language in which the curse is pronounced, is not susceptible. Undead, most constructs, and some aberrations, plants, and monstrosities are not mortal. Extraplanar creatures such as celestials, elementals and fiends are considered mortal only on their home plane.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, it can affect larger communities: 1,000 at 6th level; 5,000 at 7th level; 25,000 at 8th level; and 100,000 at 9th level. In addition, the curse will become more difficult to remove, but there is no difference in the effect of the curse.

Bestow Curse

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Permanent until removed

You speak aloud a curse on one susceptible creature (see below) of your choice within 60 feet of you that can see you and hear you. That creature must make on a Wisdom saving throw. If it fails, then beginning on the next dawn and continuing until the curse is removed, the target is subject to one of the following effects (chosen by you at the time the spell is cast):

- Choose one ability score. The target has disadvantage on ability checks and saving throws made with that ability score.
- The target has disadvantage on attack rolls against you.
- The target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- Your attacks and spells deal an extra 1d8 necrotic damage to the target.
- The target cannot regain hit points by any means other than natural healing, and natural healing recovers only half as many hit points as it otherwise would.
- The target falls in love with the next gender- and-species appropriate person it sees.
- An effect of similar power that is appropriate for the target and approved by the DM.

At the time the spell is cast, the caster must announce an appropriate condition that will allow the curse to be broken. In addition, a remove curse spell ends it as described in the remove curse spell, but this spell cannot be dispelled.

In order to be susceptible to a curse, a creature must understand the curse and be mortal, i.e. have a soul. Thus, a creature that is unintelligent, cannot hear, or cannot understand the language in which the curse is pronounced, is not susceptible. Undead, most constructs, and some aberrations, plants, and monstrosities are not mortal. Extraplanar creatures such as celestials, elementals and fiends are considered mortal only on their home plane.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, there is no difference

in the power of the curse, but it will become more difficult to remove.

Bestow Major Curse

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Permanent until removed

You speak aloud a curse on one susceptible creature (see below) of your choice within 60 feet of you that can see you and understand you. That creature must make on a Wisdom saving throw. If it fails, then beginning at the time described below, the target is subject to one of the following effects which must be appropriate to the target (chosen by you at the time the spell is cast):

- One minute after the spell is cast, the target is polymorphed into a beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating), and which symbolically represents the target's nature. The target's game statistics are as described in the polymorph spell.
- The next time the target falls asleep, either naturally or by magical means, it cannot be awoken until the curse is ended.
- The target is struck by wanderlust. Beginning the next dawn, it begins to travel to see the wonders of the world. The wanderlust lasts for one decade.
- The target immediately is subject to constant, embarrassing faux pas. This effect lasts until a beautiful person agrees to marry the target.
- Beginning at the next full moon, the target is transformed into a lycanthrope. This lasts until the target sincerely repents for his past murders.
- Starting with the next dawn and lasting until the target solves a riddle posed by the caster, the target has disadvantage on all ability checks, attack rolls and saving throws while in direct sunlight.
- One hundred and one days after the spell is cast, the target must succeed on a new Constitution saving throw. If it fails, then it immediately drops to 0 hit points and begins dying. This curse cannot be broken but it is suspended for as long as the target sincerely

foreswears earthly power and possessions, and lives a simple life.

- An effect of similar power that is appropriate for the target and approved by the DM.

This spell cannot be dispelled, but a remove curse spell ends it as described in the remove curse spell.

In order to be susceptible to a curse, a creature must understand the curse and be mortal, i.e. have a soul. Thus, a creature that is unintelligent, cannot hear, or cannot understand the language in which the curse is pronounced, is not susceptible. Undead, most constructs, and some aberrations, plants, and monstrosities are not mortal. Extraplanar creatures such as celestials, elementals and fiends are considered mortal only on their home plane.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, there is no difference in the power of the curse, but it will become more difficult to remove.

Bolt Trap

3rd-level transmutation

Casting Time: 1 action or 1 minute

Range: 30 feet

Components: V, S, M (a light crossbow worth at least 25 gp)

Duration: 1 minute (1 action casting time) or 8 hours (1 minute casting time)

You enchant a crossbow and place it where you wish, either hurling it into the midst of battle or fixing it carefully in place. Choose a 20-foot cube within range. Until the spell ends, the first creature other than you entering or leaving the area is attacked by the crossbow, using your spell attack modifier and causing 3d10 damage.

If you are still within range when the trap is triggered, you can cause it to fire again in later rounds as a bonus action; it lasts until the spell expires. You may pick targets other than the creature who initially triggered the trap, but they must be within the 20-foot cube. These attacks use your spell attack modifier and causing 1d10 damage.

If you are not within range when the trap is triggered, it fires one more time on the following round, at the same target if possible and at a new target within the spell's area if the original target is missing or dead. This attack uses your spell attack modifier and causes 3d10 damage.

Those who do not observe the spell being cast must succeed on a Wisdom (Perception) check or an Intelligence (Investigate) check to detect the crossbow, and a Dexterity (thieves' tools) to disable the trap as an action. These ability checks use the spell's saving throw DC.

At Higher Levels. When you cast the spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

Call Fish

1st-level divination (ritual)

Casting Time: 1 minute

Range: 1 mile

Components: V, S, M (a worm or fly)

Duration: 1 hour

This spell alerts and attracts ordinary fish and similar marine creatures (crabs, eels, etc.) within 1 mile spell of you. They will do everything in their power to move to you, rising to the surface if you are above water. Marine creatures of CR ½ or greater are made aware of your presence, but are not compelled by this spell. As a result, this spell will sometimes attract unwanted creatures. This spell is usually used to aid fishermen.

Commune With Seas

5th-level divination (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Instantaneous

You briefly become one with the seas and gain knowledge of the surrounding seas. The spell gives you knowledge of the seas within 3 miles of you.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- underwater terrain and characteristics of water (current, temperature, depth, etc.)
- prevalent plants, minerals, animals, or peoples
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- shipwrecks, flooded buildings and other unnatural features

For example, you could determine the location of sharks in the area, the location of dangerous currents, and the location of any nearby shipwrecks.

Conjure Creatures of the Deep

5th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon a fey spirit that takes the form of a marine creature of challenge rating 5 or lower. The following creatures may be conjured: chuul, giant shark, scrag (troll), or a pair of sea hags. Other creatures may also be available at the discretion of your DM. The creature appears in an unoccupied space that you can see within range. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the fey creature, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the creature doesn't disappear. Instead, you lose control of the creature, it becomes hostile toward you and your companions, and it might attack. An uncontrolled creature can't be dismissed by you, and it disappears 1 hour after you summoned it.

The DM has the creature's statistics.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 6th, allowing you to conjure different creatures.

Conjure Yeth Hound

3rd-level conjuration

Casting Time: 1 minute

Range: 30 feet

Components: V, S, sometimes M

Duration: Up to 24 hours

You summon a yeth hound that will undertake a single task for you. The yeth hound appears in an unoccupied space that you can see within range. It disappears when it drops to 0 hit points or when the spell ends.

You can instruct the yeth hound to do one of the following: guard a single location for up to 24 hours; kill a single creature who is not present when the

spell is cast; or fetch a single object. The spell ends when the task is completed or 24 hours passes.

If you instruct the yeth hound to kill a creature, you must present it with a possession or body part of the target (which may lead to mistaken identity). A yeth hound does not automatically know the location of the target, but it will take instructions from you about where it might be, and will track the target if possible.

If you instruct the yeth hound to fetch an object, you must give a reasonable description of the item and its location (and a poor description could lead to a mistake). A yeth hound does not automatically know the location of the object, nor have any special abilities to bypass barriers, locks, magical wards or traps, and cannot transport any item that it cannot carry in its mouth.

A yeth hound always acts alone or with other yeth hounds summoned at the same time. While you are present, a yeth hound will cease executing its task and if you repeatedly interfere, it may choose to end the spell.

Appendix D presents the yeth hound's statistics.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, three yeth hounds are summoned. They may be set to the same or different tasks.

Conjure Ice Elemental

5th-level transmutation

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (a large area of ice or snow)

Duration: Concentration, up to 1 hour

This spell is similar to conjure elemental, but you can only call forth an ice elemental servant. Choose an area of ice or snow that fills a 10-foot cube within range. An ice elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it, rising from the icy area. The elemental disappears when it drops to 0 hit points or when the spell ends.

The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

Appendix D has the elemental's statistics.

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

Conjure Sea Animals

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

This spell is similar to Conjure Animals, but it only conjures sea beasts such as sharks, octopuses, garfish, crabs, sea horses, plesiosaurus, and other marine creatures. You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower
- Eight beasts of challenge rating 1/4 or lower

Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures 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 issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

Contact Spirit of the Dead

4th-level necromancy (ritual)

Casting Time: 1 minute

Range: Self

Components: V, possibly M (see description)

Duration: 1 minute

You mentally contact the spirit of a specific dead person. You must know at least the name of the spirit you are trying to contact. Contacting a spirit can strain, or even break your mind. When you cast this spell, make a DC 20 Wisdom saving throw, modified as below.

Relationship (at most one modifier applies)	Save Modifier
You, or someone present, are a descendant of the spirit	+2
You, or someone present, knew the spirit when it was alive	+4
You have successfully contacted the spirit before	+6

Connection (at most one modifier applies)	Save Modifier
Likeness or picture	+2
Possession or garment	+4
Signature/prized possession or body part, lock of hair, etc.	+6

On a failure, you take 4d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. A greater restoration spell cast on you ends this effect.

On a successful save, you can ask the spirit up to five questions. You must ask your questions before the spell ends. The spirit is under no compulsion to answer the questions, but you may try to persuade it or compel it to do so.

This spell is painful to spirits. A spirit that has successfully found a place in the afterlife can choose not to respond to this spell (and most powerful spirits will choose not to respond). However, a spirit in limbo or a wandering spirit (such as a ghost) must respond.

Deepen Shadows

Illusion cantrip

Casting Time: 1 minute

Range: 60 feet

Components: S

Duration: 1 minute

The shadows in a 10 foot radius sphere within range gradually grow deeper and more concealing. An area that is brightly lit becomes dim light. Because the change is gradual, it won't be noticed except within an active Wisdom (Perception) check equal to the spell's saving throw.

This spell's area increases to a 20 foot radius sphere when you reach 5th level, a 50 foot radius sphere when you reach 11th level, and a 120 foot radius sphere when you reach 17th level.

Dominate Undead

8th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You attempt to beguile an undead creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration, even if it is normally immune to being charmed. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. In addition, a lich, demilich, dracolich or other undead created using a similar process always has advantage on the saving throw.

While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature 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.

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.

Excite Emotions

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to intensify emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, then any pre-existing emotions, such as anger, friendship, fear or love are intensified for the duration of this spell. Thus, this spell might be used to drive disgruntled laborers to riot, or cause a flirtatious amour to succumb to a seduction. Mechanically, if a target is subject to an emotion-based effect that allows for ongoing saving throws, or any other saving throw that follows a natural inclination (such as the spells charm person, fear and tasha's hideous laughter), the saving throw is made at disadvantage. The calm emotions spell automatically ends this spell on the applicable targets.

Extend Season

9-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a stone carved with symbols of the current season)

Duration: One month

You enact a ceremony over a specially prepared carved stone that extends the current season in a 6-mile radius for another month. This affects ambient temperature, rate of precipitation, humidity, and similar weather-related aspects. At the edges of the spell's radius, the weather fades into normal.

The carved stone must have line-of-sight visibility to the sky for the duration of the spell, and if the stone is disturbed or the visibility is blocked for more than an hour, the spell ends. The spell can also be ended by a remove curse spell, but cannot be dispelled.

If you cast this spell consecutively on the same stone in succeeding months, the extension continues, i.e. you can extend summer for six months by casting this spells six times consecutively. Casting this spell on the same stone every month for a year makes the season permanent (until ended as described above).

Evil Eye

1st-level necromancy

Casting Time: 1 action

Range: 30 feet (target must actually see you)

Components: V, S

Duration: 1 week

One creature of your choice within 30 feet of you and that actually sees you must make a Wisdom saving throw (creatures warded by a protection from evil and good or magic circle spell can't be targeted). If the creature fails, then at a stressful time chosen by the DM, that creature has disadvantage on all ability checks, attack rolls and saving throws for 1 minute (or the duration of any activity that is represented by a single roll). The effect cannot occur sooner than 24 hours after cast, and must occur no later than one week after cast.

This spell cannot be dispelled, but a remove curse spell ends this effect as described in the remove curse spell.

Fantastic Vision

8th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (an opal carved with a stylized eye)

Duration: Concentration, up to 1 hour

The target must make an Intelligence saving throw. If it fails, then you completely control the target's perceptions. You control the target's sight, hearing, touch, smell, taste, pain, sense of balance, as well as more esoteric senses such as tremorsense, blindsight and even truesight. The target does not benefit from spells which enhance the target's senses, such as detect magic and true seeing, but spells which directly provide information such as commune operate normally.

By manipulating the target's perceptions, you can force the target to take damage from the illusion, up to 6d6 psychic damage per turn. However, each time that you do so, the target makes a new

Intelligence saving throw, and if the target succeeds, then the spell ends.

Flesh Mask

3rd-level necromancy

Casting Time: 1 minute

Range: Self

Components: V, S, M (the face and scalp of a fresh corpse)

Duration: Until dispelled

You peel the face and scalp from a fresh humanoid corpse the same size as you, and attach the resulting mask tightly to your head, assuming both the visual appearance and the voice of the corpse.

The mask actually changes your body (similar to the alter self spell); it is not mere illusion. Nevertheless, the mask will have some minor imperfections that make it possible for a person familiar with the corpse to detect the disguise after a close examination by succeeding on an Intelligence (Investigation) check at disadvantage.

You may end this spell at any time, or it may be dispelled. When the spell ends, the mask is ruined and cannot be re-used.

Fright

1st-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You surface the fears of a creature that you can see within range. The target must succeed on a Wisdom saving throw or be frightened for the duration. At the end of each of its turns, the target can make another Wisdom saving throw (as usual for the frightened condition, the saving throw will be at disadvantage if they can see you). On a success, the spell ends on the target.

Healer's Charm

Divination cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You have advantage on ability checks to diagnose or identify an illness, disease or other medical condition, including pregnancy.

Hopelessness

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Tendrils of doubt and hopelessness invade the mind of a creature within range that can see and hear you (although it need not understand you). The target must make a Charisma saving throw or take 1d6 psychic damage, and it cannot voluntarily move closer to you until the beginning of your next turn.

Ice Slick

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a few drops of water)

Duration: Concentration, up to 1 minute

Slick ice covers the ground in a circle with a 10-foot radius 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 takes 1d6 cold damage and must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there also takes 1d6 cold damage and must succeed on a Dexterity saving throw or fall prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Inflict Pain

2nd-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: S, V

Duration: Concentration, up to 1 minute

You point at one creature and laugh cruelly, wracking it with terrible pain. The target must make a Constitution saving throw. On a failed save, it takes 2d10 psychic damage and until the end of its next action, it has disadvantage on all attack rolls and ability checks. On a successful save, the target takes half damage and the spell ends. Until the spell ends, you can use your action to force the target to make another saving throw, with the same effects. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the

spell's range or if it cannot hear you for any reason (including being deafened).

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increased by 1d10 for each slot level above 2nd.

Invisibility to Humanoids

1st-level illusion

Casting Time: bonus action

Range: Self

Components: S, V

Duration: Concentration, until the beginning of your next turn

You become invisible to humanoids until the beginning of your next turn. It does not affect any non-humanoids. Anything you are wearing or carrying is invisible as long as it is on your person. The spell also ends if you attack or cast a spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell will last up to hour.

Lesser Fiendish Ally

3rd-level conjuration

Casting Time: 10 minutes

Range: 60 feet

Components: V, S

Duration: Instantaneous

This spell is similar to planar ally, but is more restricted in its use. A lesser fiend responds to your request for aid, appearing in an unoccupied space within range.

Ordinarily, the lesser fiend is an imp or quasit if this spell is cast as a 3rd level spell; a nightmare or succubus/incubus if cast as a 4th level spell; and a night hag or cambion if cast as a 5th level spell. If you know a specific lesser fiend's name, you can speak that name when you cast this spell to request that fiend, though you might get a different creature anyway (DM's choice). Moreover, if you know a specific lesser fiend's name, it may be sent even if it is not one of the types noted above (but is similar in power).

When the lesser fiend appears, it is under no compulsion to behave in any particular way. You can ask the fiend to perform a service in exchange for payment, but it isn't obliged to do so, and will typically cooperate only if it serves its own ends, such as spreading mischief, seducing the innocent or capturing souls. Often, a lesser fiend will not be

willing to fight for you unless it furthers its own goals.

You must be able to communicate with the fiend to bargain for its services. Payment can take a variety of forms. If you are unable to agree on terms, the fiend can choose to remain and serve its own ends, or immediately return to its home plane.

At Higher Levels. When you cast the spell using a spell slot of 3rd or 4th level, more powerful fiends can respond, as described above.

Nature's Veil

3rd-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 1 hour (others) or 24 hours (self)

This spell is often used to hide or ambush. You, or a willing creature you touch, lie prone on a pliable natural surface, such as vegetation, dirt, sand or mud. The natural surface covers the target, leaving only holes for eyes and ears. The spell also slows down the target's metabolism, reducing breathing and heartbeat to undetectable levels.

While the spell is in effect, the target is indistinguishable from the natural surface except upon very close inspection, and even upon close inspection, a creature has disadvantage on Wisdom (Perception) checks to detect the target. This includes detection by sight, smell, hearing, as well as blindsight, darkvision and tremorsense. However, the target can be seen with truesight or detected via magical means such as detect magic or locate creature. The target has resistance to all damage except psychic damage, and any disease or poison effects are suspended until the spell ends.

The target continues to sense the world around it, and can make Wisdom (Perception) checks as normal. If the target takes any other action other than purely mental actions, the spell ends with the target lying prone on the natural surface.

Object History

2nd-level divination

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a discrete object. You learn significant historical information about the object that

occurred in the past year, including its owner(s), its creation, general use or significant uses, damage it has sustained, etc. For example, you might learn that a particular sword was sold by an itinerant peddler to a lieutenant of a powerful baron, which was used in several battles against goblins, but the sword was discarded when the lieutenant died in a griffon attack. The spell won't work on any object larger than a big desk.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you learn the history of the object for a longer period of time: 10 years for a 3rd level slot; 100 years for a 4th level slot; and since the object's creation for a 5th level slot.

Oilskin

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

You touch one willing creature. For the duration of the spell, the creature and his possessions can't get wet, either from precipitation or submersion. This spell does not protect the target from drowning or being damaged from rough water.

Punji Trap

1st-level transmutation

Casting Time: 1 action or 1 minute

Range: 30 feet

Components: V, S, M (a bundle of sticks and twine)

Duration: 1 minute (1 action casting time) or 8 hours (1 minute casting time)

You lay out a bundle of sticks, either hurling them into the midst of a battle or laying them out carefully. Choose a 5 foot square within range. Until the spell ends, the first creature other than you entering or leaving the area must succeed on a Dexterity saving throw or take 4d6 piercing damage (a successful save causes half damage). At your option at the time of casting, beasts may take an additional 2d6 damage.

Those who do not observe the spell being cast must succeed on an Intelligence (Investigate) check to detect that there is magic in the sticks and twine, and a Dexterity (thieves' tools) or Intelligence (Nature) check to disable the magical trap as an

action. These ability checks use the spell's saving throw DC.

The spell may be cast with a single-action casting time in the midst of combat, or a one-minute casting time out of combat. This only affects the spell's duration. In both cases the spell ends the first time it deals damage, or when the magical trap is disarmed.

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

Phantasmal Stalker

3rd-level illusion

Casting Time: 1 action

Range: 500 feet

Components: V, S

Duration: 7 days from next sunset

You draw on the unconscious paranoia of a creature you can see within range and create the illusion it is being stalked by a half-seen, shadowy representation of its deepest fears, visible only to the target.

If the target fails a Wisdom saving throw, the illusion manifests starting from the next sunset. Until the spell ends, the target has disadvantage on any saving throw against an illusion-based fear effect (including the dream, fear, phantasmal trap, phantasmal killer and weird spells, but excluding this spell), any frightening effects from incorporeal undead, or any frightening effects from creatures or sources that are not clearly seen. In addition, if the target is subjected to a dream, phantasmal tentacles, phantasmal killer or fear spell, it takes double damage.

This spell does not affect any creature immune to being frightened, and any saving throw adjustments based on being frightened or fear effects apply to this spell.

Phantasmal Trap

3rd-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You draw on the fears of being immobilized of a creature you can see within range and create an

illusion of a trap, creature or other effect that holds it in place. The illusion is visible only to the target.

The target must make a Wisdom saving throw. On a failed save, the target becomes restrained for the duration. At the start of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 2d10 psychic damage. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

Poison Needle

transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: S, M (a tiny needle which is not consumed and a dose of poison or a potion, which is)

Duration: Instantaneous

You use a tiny needle to deliver a poison or potion to a creature you try to touch. Make a melee spell attack against the target. If the attack hits, you do 1 point of piercing damage. In addition, you can deliver a single dose of any poison or potion in your possession against the target (even if the poison or potion must normally be ingested, inhaled or touched). If the piercing damage is prevented for any reason, the dose is not delivered (and is not consumed by the spell).

The somatic and material components of this spell are very subtle. The DM may grant advantage (or even automatic success) on the melee spell attack if a casual touch would not be seen as hostile.

Predict Weather

1st-level divination (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Instantaneous

You learn the weather at your location for the next 48 hours, including both ordinary weather and extreme weather events. The prediction takes into account natural forces, but does not address changes in weather arising from spells or other unnatural forces.

At Higher Levels. When you cast the spell using a 2nd level spell, you learn the weather for the next 7 days.

Psychosis

6th-level enchantment

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (an iron band)

Duration: See text

You open the mind of a creature within range to the horrors of the Shadowfell, making it vulnerable to madness and insanity.

The target must make a Charisma saving throw. If the saving throw is successful, the target takes 5d6+20 psychic damage, and the spell has no other effect.

If the saving throw is unsuccessful, the target takes 10d6+40 psychic damage. If this damage reduces the target to 0 hit points, it becomes insane. While insane, the target can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. A greater restoration spell cast on the target ends this effect.

If this damage does not reduce the target to 0 hit points, the target acts as if under the *confusion* spell. At the end of each of its turns, the target can make another saving throw. If it succeeds the confusion effect ceases. Regardless, the confusion effect also ends after 1 minute.

Finally, if the initial saving throw is unsuccessful, the target is afflicted with a new character flaw representing an indefinite psychosis. The DM will choose the character flaw based on the target's personality. See "Madness" in the *Dungeon Master's Guide*.

Retrieve Object From The Deep

4th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a small net)

Duration: See description

You conjure elemental spirits of the deep and describe or name an object that is familiar to you and request that they retrieve it for you.

Contacting these spirits can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. The second and any subsequent times you cast this spell in a month, the saving throw is made at disadvantage. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say,

can't read, and speaks only in gibberish. A greater restoration spell cast on you ends this effect.

Upon a successful saving throw, if the object is anywhere in the seas, the spirits will return the object to you. The length of time depends on how far away the object is: if within 1,000 feet, 10 minutes; if within a mile, an hour; if within 10 miles, 4 hours; if within 100 miles, 24 hours; if within 1,000 miles, a week; if further, a month.

The spell can retrieve a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate a specific object if you describe it in sufficient detail. The amount of detail required depends on the power or rarity of the object and the DM will make a final decision.

Remove Curse

3rd-level abjuration

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: Instantaneous

At your touch, all curses affecting one creature or object end if the spell level of the curse is third level or lower. If the spell level of the curse is higher than third level, the curse ends only if your level is higher than the level of the person who cast the curse. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a curse on the target if the curse's spell level is equal to or less than the level of the spell slot you used.

Secure Home

1st-level abjuration (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a piece of iron, and a small bag of herbs which the spell consumes)

Duration: 1 season

You ward a small dwelling, up to 30 foot radius, against magical creatures. Celestials, elementals, fey, fiends, lycanthropes and undead with less than 30 hit points cannot willingly enter the dwelling without the permission of a resident. You can only cast this spell

on the first day of a season, and the spell lasts until the end of the season.

Shadow Ally

4th-level conjuration

Casting Time: 10 minutes

Range: 60 feet

Components: V, S

Duration: Instantaneous

This spell is similar to planar ally, but it only summons a shadow demon. A shadow demon responds to your request for aid, appearing in an unoccupied space within range.

If you know a specific shadow demon's name, you can speak that name when you cast this spell to request that shadow demon, though you might get a different creature anyway (DM's choice).

When the shadow demon appears, it is under no compulsion to behave in any particular way. See the Planar Ally spell for guidelines about payment.

This spell grants you the ability to communicate with the summoned demon, so you don't need any other way to communicate with it.

After the demon completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you, if appropriate to the task and if possible. If you are unable to agree on a price for the service, the demon immediately returns to its home plane.

A shadow demon enlisted to join your group counts as a member of it, receiving a full share of experience points awarded.

At Higher Levels. When you cast the spell using a 6th level spell slot, three shadow demons appear. When you cast the spell using a 8th level spell slot, nine shadow demons appear.

Snare Trap

2nd-level transmutation

Casting Time: 1 action or 1 minute

Range: touch

Components: V, S, M (circle of vine, rope, or thong)

Duration: 1 minute (1 action casting time) or 8 hours (1 minute casting time)

You make a snare that functions as a magic trap. Choose a 10-foot cube within range. Until the spell ends, the first creature other than you entering or leaving the area must succeed on a Dexterity saving throw or take 1d6 blunt damage and is restrained. A

creature restrained by the spell (or an ally of the creature) can take one minute to make a Strength check (using the spells' saving throw DC) in order to free itself. However, if three saving throws are failed before a single success, the creature is restrained until the spell ends. A Large or larger creature has advantage on the initial saving throw and later Strength checks.

Those who do not observe the spell being cast must succeed on a Wisdom (Perception) check or an Intelligence (Investigate) check to detect the snare, and a Dexterity (thieves' tools) to disable the trap as an action. These ability checks use the spell's saving throw DC.

The spell may be cast with a single-action casting time in the midst of combat, or a one-minute casting time out of combat. This only affects the spell's duration. In both cases the spell ends the first time it is triggered, or when the magical trap is disarmed.

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

Snow Fabrication

4th-level illusion

Casting Time: 1 minute

Range: 120 feet

Components: V, S, M (snow or ice in quantities sufficient to fabricate the desired object)

Duration: Until dispelled

You shape snow or ice into an imitation of nonliving objects that have the properties of any ordinary, vegetable or mineral material, such as wood, cloth, stone, metal, glass, or crystal. However, the object is always slightly cold to the touch, has no taste or smell, and its color is paler than normal. Furthermore, the object cannot burn, but if exposed to high heat will melt at the rate of ordinary ice (the object won't melt at ordinary ambient temperatures). For example, you can shape snow into an imitation stone bridge, hemp rope, leather tent, or iron door. You can use this spell to form objects made of apparently extraordinary materials, such as adamantite, mithral or silver, but their actual properties will be those of non-extraordinary materials, such as iron, stone or wood. Similarly, food, alchemical items, acids, poisons, and similar

materials will lack any nourishing, harmful or similar effects.

You can shape a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material.

You can't use this spell to form items that ordinarily require a high degree of craftsmanship, such as books, jewelry, weapons, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

Soporific Trap

4th-level transmutation

Casting Time: 1 action or 1 minute

Range: 30 feet

Components: V, S, M (a handful of fungal puffballs)

Duration: 1 minute (1 action casting time) or 8 hours (1 minute casting time)

You scatter magic fungal puffballs that will burst and release soporific toxins. Choose a 10 foot square within range. Until the spell ends, the first creature other than you to enter or leave the area triggers the release of the toxins, causing all creatures within 30 feet, including itself, to make Constitution saving throws. On a failed saving throw, the creature suffers 6d6 poison damage and is slowed as per the slow spell (speed is halved; -2 penalty to AC and Dexterity saving throws; cannot use reactions; may take only an action or a bonus action on its turn; spells with a casting time of 1 action may be delayed). On a successful saving throw, the creature suffers half damage and is not slowed. A slowed creature makes a new Constitution saving throw at the end of its turn each round; on a success, the slowing effect ends.

Those who do not observe the spell being cast must succeed on a Wisdom (Perception) check or an Intelligence (Investigate) check to detect the puffballs, and a Dexterity (thieves' tools) to disable the trap as an action. These ability checks use the spell's saving throw DC.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spell's poison damage increases by 1d6 for each slot level above 4th.

Soothe Fear and Pain

Enchantment cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch one willing creature. While the spell is active, you soothe fear or pain felt by the target. If the target is subject to an ongoing pain or fear effect, it gains advantage on its single next saving throw against that effect. The target can't benefit from this spell more than once per effect, even if the spell is cast multiple times.

Spider Carpet

8th-level conjuration

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (a spider egg-sac)

Duration: Concentration, up to 10 minutes

Swarming, poisonous spiders cover the round in a 100-foot-radius circle centered at a point within range that you designate. The circle remains for the duration and its area is difficult terrain.

When the area appears, each creature in it must make a Constitution saving throw. A creature takes 8d10 poison damage on a failed save, or half as much damage on a successful one. On a failed save, it is also poisoned until the end of its next turn. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

This spell does not affect creatures that are immune or have resistance against piercing damage. It also does not affect any creature that deals damage when touched or attacked in melee such as a fire elemental or a creature protected by the fire shield spell. Finally, because this spell only affects creatures on the ground, it does not affect flying creatures. However, the spiders summoned by this spell exist in both the material and ethereal planes, so this spell is effective against ethereal creatures.

Steal Organ

6th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent until removed

When you touch a living creature and it fails a Constitution saving throw, one set of its organs of your choice is transformed into a small stone in your possession, and the target suffers the effect described below. No form of healing or other effect, magical or otherwise (even a wish spell) can reverse the effect until the organ-stone is recovered. Once recovered, the organ may be recovered via a greater restoration or regenerate spell.

Ears. The target is deafened.

Eyes. The target is blinded.

Heart. The target is incapable of feeling emotions and always has at least two levels of exhaustion.

Genitalia. The target is impotent.

Hand. The target loses a single hand. It can no longer hold anything with two hands, and can hold only a single object at a time (unless it had more than two hands).

Liver. The target must carefully control its diet under the care of a competent healer, or else it is considered poisoned.

Stomach. The target constantly feels hungry, no matter how much it eats.

Tongue. The target cannot speak or taste.

This spell only affects living creatures with the appropriate physiognomy. This spell cannot be dispelled and remove curse has no effect.

Wall of Bones

6th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a handful of tiny animal bones)

Duration: Concentration, up to 10 minutes

You draw long-buried bones through the earth to rise in a wall of interlocking random bones with sharp points. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 7d8 damage (half piercing and half necrotic), or half as much damage on a successful save.

A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement.

Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 7d8 damage (half piercing and half necrotic) on a failed save, or half as much damage on a successful one.

Undead creatures are affected differently. Nearby undead feel a faint attraction to the wall and undead that can see the wall and with an intelligence of 8 or less must succeed on a Wisdom saving throw or immediately move to touch the wall. Each undead need only make this saving throw once.

All undead creatures can touch the wall without suffering any damage, and incorporeal undead can move through the wall without treating it as difficult terrain. However, corporeal undead that touch the wall (whether as a result of attraction or otherwise), must succeed on a Wisdom saving throw or become partially incorporated into the wall, becomes restrained. An undead creature that is partially incorporated into the wall can make a new saving throw at the end of each of its turns. On a successful save, it frees itself. If a corporeal undead is partially incorporated into the wall when the spell ends or is forcibly separated from the wall while still incorporated, it suffers 10d8 damage, with no saving throw.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, damage increases by 1d8 for each slot level above 6th.

Wall of Webs

5th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a spider's spinneret and egg-sac)

Duration: Concentration, up to 10 minutes

You create a wall of webs inhabited by thousands of tiny spiders on a solid surface within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be

contiguous with at least one other panel. The wall must appear on a solid surface, but is supported by an internal frame so it does not need to be anchored like web spell.

Each creature that starts its touching the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains touching the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

In addition, spiders swarm over each creature that starts its turn touching the webs or that enters them during its turn and such creatures must make a Constitution saving throw. On a failed save, the creature takes 2d8 poison damage, or half as much damage on a successful one. On a failed save, it has the poisoned condition until the end of its next turn. Creatures that are immune or have resistance to piercing damage aren't subject to these effects.

The webs are flammable. Any 10-foot panel of webs exposed to fire burns away in 1 round, dealing 4d4 fire damage to any creature that starts its turn in the fire.

Warding

4th-level abjuration (ritual)

Casting Time: 10 minutes

Range: 120 feet

Components: V, S, M (either 100 gp of powdered silver and platinum which is consumed by the spell or a specially prepared silver and platinum inlay worth at least 2,000 gp and taking 1 month to prepare)

Duration: 24 hours

You ward an area within range against hostile creatures and spirits. Creatures that are hostile to you, as well as celestials, elementals, fey, fiends and undead, must make a Charisma saving throw to enter the warded area. In addition, such creatures must succeed on a Charisma saving throw each time it wishes to attack, cast a spell or take other hostile action while within the warded area. Instead of yourself, you can designate another person, a family

or an organization as a focus for hostility. If there is actual ambiguity about whether a creature is hostile, it isn't treated as hostile for purposes of this spell.

Casting this spell on the same spot every day for a year makes this effect permanent.

Water to Ice

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

At your touch, up to 1 cubic foot (about 7 gallons) of water freeze into ice. The ice is natural, and will melt based on ambient temperatures. This spell does not shape the ice, but with enough time and application, you could freeze enough water to form a bridge over still water.

You can also use this spell to freeze ambient moisture out of the air, creating a small amount of snow or artistic effects.

The volume of water effected by this spell increases to a 5 foot cube when you reach 5th level, a 10 foot cube at 11th level, and a 20 foot cube at 17th level.

Word of Censure

Abjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 round

You deliver a stern word of rebuke, empowered by your consecration into holy mysteries, against a creature within range that can understand a language (not necessarily a language you speak). The target must succeed a Wisdom saving throw or take 1d6 psychic damage. If it ends its next turn closer to you than it began that turn, it suffers the cantrip's damage again (roll the damage a second time).

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



Appendix B: New Potions and Poisons

Brew Potions Formulae

	Spells Required	Cost	Ingredients
Draught of Forgetfulness*	modify memory	150 gp	uncommon
Elixir of Health†	heal	2,500 gp	rare
Keoghtom's Ointment†	cure wounds and protection from poison	500 gp	uncommon
Philtre of Love†	charm person	100 gp	uncommon
Philtre of Narcissism*	charm person and hypnotic pattern	2,000 gp	rare
Potent Philtre of Love*	charm person and excite emotions	2,500 gp	rare
Potion of Animal Friendship†	animal friendship	200 gp	uncommon
Potion of Anti-Paralysis*	lesser restoration	125 gp	uncommon
Potion of Babbling*	confusion	1,500 gp	rare
Potion of Beauty*	alter self	250 gp	uncommon
Potion of Blindness*	blindness/deafness and bestow curse**	300 gp	uncommon
Potion of Climbing†	spider climb	150 gp	uncommon
Potion of Crippled Mind*	bestow major curse*	10,000 gp	very rare
Potion of Crippling*	bestow major curse*	10,000 gp	very rare
Potion of Darkvision*	darkvision	1,000 gp	rare
Potion of Diminution†	enlarge/reduce	500 gp	rare
Potion of Disease*	contagion	1,500 gp	rare
Potion of Endless Sleep*	sleep and bestow major curse*	15,000 gp	very rare
Potion of Euphoria*	tasha's hideous laughter	200 gp	uncommon
Potion of Frogginess*	polymorph and bestow major curse*	15,000 gp	very rare
Potion of Giant (Hill) Strength†	enhance ability	150 gp	uncommon
Potion of Giant (Frost/Stone) Strength†	enhance ability and enlarge/reduce	1,500 gp	rare
Potion of Giant (Fire) Strength†	enhance ability and enlarge/reduce	3,000 gp	rare
Potion of Giant (Cloud) Strength†	enhance ability and polymorph	15,000 gp	very rare
Potion of Giant (Storm) Strength†	enhance ability and true polymorph	125,000 gp	legendary
Potion of Greater Healing†	cure wounds and lesser restoration	125 gp	uncommon
Potion of Growth†	enlarge/reduce	400 gp	uncommon
Potion of Healing†	cure wounds	50 gp	common
Potion of Heroism†	bless and heroes' feast	1,500 gp	rare
Potion of Invisibility†	greater invisibility	25,000 gp	very rare
Potion of Invulnerability†	protection from evil and good, and heroes' feast	2,000 gp	rare
Potion of Longevity†	true polymorph	25,000 gp	very rare
Potion of Mind Reading†	detect thoughts and modify memory	2,000 gp	rare
Potion of Pain Relief*	soothe fear and pain	25 gp	common
Potion of Petrification*	flesh to stone and bestow major curse	15,000 gp	very rare
Potion of Poison†	poison spray or ray of sickness	300 gp	uncommon
Potion of Proof Against Acid*	protection from energy	250 gp	uncommon
Potion of Proof Against Cold*	protection from energy	250 gp	uncommon
Potion of Proof Against Fire*	protection from energy	250 gp	uncommon
Potion of Proof Against Lightning*	protection from energy	250 gp	uncommon
Potion of Stealth*	silence	250 gp	common
Potion of Superior Healing†	cure wounds and heal	500 gp	rare
Potion of Supreme Healing†	cure wounds, heal and regenerate	5,000 gp	very rare
Potion of Vitality†	greater restoration	10,000 gp	very rare
Potion of Water Breathing†	water breathing	250 gp	uncommon

† See "Magic Items" in Dungeon Master's Guide.

†† See "Poisons" in Dungeon Master's Guide.

* See Appendix B.

§ See "Equipment List" in Player's Handbook.

Brew Poisons Formulae

	Spells Required	Cost	Ingredients
Angels' Tears*	discordant whispers and excite emotions	2,800 gp	rare
Antitoxin††	protection from poison	50 gp	common
Assassin's Blood††	poison spray or ray of sickness	150 gp	uncommon
Basic Poison§	poison spray or ray of sickness	100 gp	common
Burnt Othur Fumes††	cloudkill	500 gp	uncommon
Carrion Crawler Mucus††	poison spray and sleep	200 gp	uncommon (carrion crawler tentacles)
Essence of Ether††	poison spray and sleep	300 gp	uncommon
Essence of Hazia*	harm	10,000 gp	very rare
Hemlock Preparation*	hold person	200 gp	uncommon (hemlock)
Iocane Powder*	finger of death	30,000 gp	very rare
Insect/Spider Venom*	poison spray	300 gp	uncommon (giant insect or spider venom sac)
Keoghtom's Ointment†	cure wounds and protection from poison	500 gp	uncommon
Lorenz's Draught*	feign death	150 gp	uncommon
Malice††	poison spray and blindness/deafness	250 gp	uncommon
Mandrake Extract*	poison spray	150 gp	uncommon (mandrake root)
Midnight Tears††	poison spray and cloudkill	1,500 gp	rare
Nausea Poison*	poison spray	300 gp	uncommon (toadstools)
Nightshade Extract	poison spray	200 gp	uncommon (nightshade)
Oil of Taggit††	poison spray and sleep	400 gp	uncommon
Pale Tincture††	poison spray and ray of sickness	250 gp	uncommon
Purple Worm Poison††	ray of sickness and inflict pain	2,000 gp	very rare (purple worm venom sac)
Serpent Venom††	poison spray	200 gp	common (giant snake glands)
Sleeping Draught*	sleep	25 gp	common
Torpor††	ray of sickness and sleep	600 gp	rare
Truth Serum††	zone of truth	150 gp	uncommon
Waking Draught*	lesser restoration	50 gp	common
Wolfsbane Elixir*	remove curse	150 gp	uncommon (wolfsbane)
Wyvern's Poison	poison spray and inflict pain	1,200 gp	rare (wyvern glands)

† See "Magic Items" in Dungeon Master's Guide.

†† See "Poisons" in Dungeon Master's Guide.

* See Appendix B.

§ See "Equipment List" in Player's Handbook.



Angels' Tears

Potion, rare

You take 2d6 psychic damage and gain the following flaw: "Because of my deep melancholy, I am lethargic and unmotivated." You will generally shy away from combat and other activities, but if forced, you have disadvantage on ability checks and attacks, and move at half speed. If you succeed on a DC 17 Wisdom saving throw, the effect only lasts one hour, but if you fail, the effect ends only when you are subject to a remove curse (and for this purpose, the effect is considered a 3rd level spell) or greater restoration spell. Once per day, you can make another saving throw to end the effect by hearing a bardic inspiration by a bard of the same level or higher as the creator of the potion, or (at the DM's choice) by a successful interaction with your personality traits, ideals or bonds.

This black-purple liquid tastes like black currant spirits, masking an underlying bitterness and saltiness.

Hemlock Preparation

Poison (Ingested), uncommon

A preparation of hemlock has a bitter, alkaloid taste that is difficult to disguise. After ingestion, the target will begin to feel numbness, starting in its extremities, and gradually moving to its core.

Ten minutes after ingestion, the target must make a DC 13 Constitution saving throw. The saving throw is repeated every ten minutes thereafter. If the target fails three saving throws, it is incapacitated; if it fails five saving throws, it is paralyzed; and if it fails seven saving throws, its hit points drop to 0 and it begins dying. If the target succeeds on three saving throws, its condition is stabilized and continues for 1 hour with no further saving throws necessary.

Insect/Spider Venom

Poison (injury), rare

This poison must be harvested from a dead or incapacitated giant centipede, giant scorpion, giant spider or other giant insect. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or take 3d6 poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Iocane Powder

Poison (Ingested), very rare

Iocane powder is one of the deadliest poisons known. It is odorless, tasteless, and dissolves instantly in liquid, and is thus among the most sought-after poisons for an assassin.

One minute after drinking any liquid in which the powder has been dissolved, you must make a DC 17 Constitution saving throw. If you fail, you immediately take 12d10 + 60 poison damage. If you succeed, you take half damage.

By diluting 6 doses of iocane powder and ingesting over a course of a year, you will develop resistance to the damage of this poison. By diluting a further 6 doses and ingesting over another year, you will develop immunity to this poison.

Draught of Forgetfulness

Potion, rare

When you drink this potion, you immediately lose all memories of the past 24 hours. If you drink two doses together, then you lose memories of the past week. One week after drinking, you make a DC 15 Charisma saving throw; if you succeed you recover partial, fragmentary memories of the lost period, but if you fail your memories are irretrievably lost. If you succeed on the first saving throw and receive a greater restoration spell within one week thereafter, you make a second saving throw. If you succeed at the second saving throw, you regain full memories, but if you fail you will never recover additional memories of that time.

This potion appears as a clear, extremely viscous liquid, in which a large white poppy flower is suspended.

Essence of Hazia

Potion, rare

After drinking this decoction, you hallucinate vividly and are unable to sleep, regain hit points or recover from exhaustion by any nonmagical means. Magical healing works as normal.

Each morning, you gain another level of exhaustion; and (as normal) you die if you have six levels of exhaustion. Each morning, after you gain the level of exhaustion, make a DC 17 Constitution saving throw. The effects end if you succeed on five saving throws (although you must recover from accumulated exhaustion normally).

This pale yellow potion tastes like basil liqueur spirits. A single piece of hazia root is suspended in the potion.

Lorenz's Draught

Poison (Ingested), uncommon

10 minutes after you drink this, you fall into a cataleptic state that is indistinguishable from death, and has the effects of a feign death spell that lasts for 24 hours. (If you wish, you can resist this effect with a DC 8 Constitution saving throw.) While you are in this state, you are subject to vivid hallucinations, and when you wake you are groggy (with the poisoned condition) for 10 minutes.

This thick, white liquid has a bitter taste which cannot be masked.

Mandrake Extract

Poison (injury or ingested), uncommon

This poison is distilled from mandrake roots. A creature subjected to this poison via an injury must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious (actively hallucinating) while poisoned in this way.

If the target ingests this poison, the saving throw is DC 15, and if the target fails the saving throw by 5 or more, the target is poisoned and unconscious for 2 (1d3) hours.

Nausea Poison

Poison (injury), uncommon

This poison is crafted from toadstools grown in swampy areas. A creature subjected to this poison must succeed on a DC 12 saving throw or be poisoned 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.

Nightshade Extract

Poison (ingested), uncommon

This poison is distilled from the roots and berries of nightshade, also called belladonna and tollkirschen. It induces violent convulsions. One minute after consuming this poison, the target must succeed on a DC 13 Constitution saving throw. If the saving throw fails, the target takes 7d6 poison damage and is poisoned for 10 minutes. If the saving throw fails by 5

or more, the target instead takes 9d6 damage and is incapacitated for 1 hour.

Philtre of Narcissism

Potion, rare

You are convinced that you are epitome of humanity, gaining the bond: "I am in love with myself." While you are under this potion's effects, you will shamelessly act as if you are the most important person in the world, entitled to admiration and devotion from others. If you succeed on a DC 17 Wisdom saving throw, the effect only lasts one hour, but if you fail, the effect lasts until you are freed by a remove curse or similar magic (and for this purpose, the effect is considered a 3rd level spell).

This potion is clear and tasteless, and can be easily mixed with other drinks, but it is slightly effervescent and contains one easy-to-miss bubble that is reflective like a mirror.

Potent Philtre of Love

Potion, rare

The next time you see a creature of a species and gender you are normally attracted to within 24 hours after drinking this philtre, you are charmed by it and regard it as your true love, gaining the bond: "I am desperately in love with ____." If you succeed on a DC 17 Wisdom saving throw, the effect only lasts one hour, but if you fail, the effect lasts until you are freed by a remove curse or similar magic (and for this purpose, the effect is considered a 3rd level spell).

This potion is clear and tasteless, and can be easily mixed with other drinks, but it is slightly effervescent and contains one easy-to-miss bubble shaped like a heart.

Potion of Anti-Paralysis

Potion, uncommon

If you are paralyzed when you drink this potion, you remove the paralyzed condition.

This potion is clear and slightly acidic, and is usually found with a copper stopper. When drunk, you get a small electric tingle.

Potion of Babbling

Potion, rare

If you drink this potion, you must succeed on a DC 15 Wisdom saving throw or you are affected as if subject to the confusion spell, except that when you roll to determine your behavior, if you roll anything

other than a 9 or 10, you babble incoherently and cannot communicate with anyone (in addition to the effect listed). You can make a new saving throw at the end of each round, and the effect ends after three successful saving throws.

This light green tincture tastes of anise liqueur, and three wormwood berries roll along the bottom.

Potion of Beauty

Potion, uncommon

For 24 hours after you consume this potion, your appearance is altered to your most idealized version of yourself. For most, this will mean youth, erasing wrinkles, thicker hair, brighter eyes and even skin tones. However, depending on your self-image, you could gain the appearance of age and wisdom. This potion

If you drink more than one potion within a week, you must make a DC 12 Constitution saving throw. If you succeed, the potion acts as normal, but if you succeed, your defects and blemishes will be accentuated for 24 hours, or permanently if you fail by 5 or more.

This potion is distilled from birth fluids and fruit blossoms. Colors range from amber to deep purple, and it has a salty and fruity taste.

Potion of Blindness

Potion, rare

After drinking this, you are blinded. If you make a DC 15 Constitution saving throw, the effect only lasts one hour, but if you fail, the effect lasts until you are freed by a greater restoration, remove curse or similar magic (and for this purpose, the effect is considered a 3rd level spell). Lesser restoration has no effect.

This potion is inky black and has an astringent taste.

Potion of Crippled Mind

Potion, very rare

This potion typically looks and tastes like a clear yellow wine, although the creator can choose to make it appear as a different alcoholic drink.

If you drink it, you must succeed on a DC 12 Constitution saving throw or your Intelligence and Wisdom drop to 5 (if your score is already 5 or less, then it has no effect). This effect can be undone by a greater restoration or remove curse spell (treating this effect as if it was a 5th level spell).

Potion of Crippling

Potion, very rare

This potion typically looks and tastes like a deep red wine, although the creator can choose to make it appear as a different alcoholic drink.

If you drink it, you must succeed on a DC 12 Constitution saving throw or your Strength and Dexterity drop to 5 (if your score is already 5 or less, then it has no effect). This effect can be undone by a greater restoration or remove curse spell (treating this effect as if it was a 5th level spell).

Potion of Darkvision

Potion, uncommon

When you drink this potion, you gain darkvision out to a range of 60 feet for one hour. But during this time, you are also colorblind.

This translucent liquid has an opalescent sheen, like a film of oil, with a distinctly salty taste.

Potion of Disease

Potion, uncommon

This clear amber liquid has a sweet taste, but you might detect the sweetness of rotting meat.

10 minutes after consumed, this potion induces a natural disease in you. The creator of the potion chooses the effect of the disease at the time it is created, drawing from the effects described in the contagion spell. Each morning you can make a DC 15 Constitution saving throw; the disease ends after succeeding on three saving throws. Since this potion induces a natural disease in you, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Potion of Endless Sleep

Potion, very rare

This potion appears to be cloudy apple or pear cider.

If you drink it, you must succeed on a DC 17 Wisdom saving throw or you fall asleep and can't be awoken until the effect is undone by a remove curse spell (treating this effect as if it was a 5th level spell). While asleep, you don't need to breathe, eat, or drink, and you don't age.

Potion of Euphoria

Potion, uncommon

If you drink this potion, you must succeed on a DC 13 Wisdom saving throw or you fall prone

laughing, becoming incapacitated and unable to stand up. You can make a new saving throw at the end of each round; after three successes, this urgent laughter ends. However, regardless of your saving throw, you find wry humor almost everywhere for an hour.

This pale pink potion effervesces slightly and smells of strawberries.

Potion of Frogginess

Potion, very rare

If you drink this potion, you must succeed on a DC 15 Charisma saving throw or you are polymorphed into a frog, with the effects as if the polymorph spell, except that you can speak in your frog form. This lasts until the effect is undone by a remove curse spell (treating this effect as if it was a 4th level spell).

This potion appears to be a sweet, green melon liqueur, but swimming in its depths is a live tadpole.

Potion of Pain Relief

Potion, common

This potion eases your common pains for one hour. In addition, you have advantage on a single saving throw against a pain effect during this time.

This potion is opaque white with a chalky taste.

Potion of Petrification

Potion, very rare

If you drink this potion, you must start making DC 15 Constitution saving throws each minute. If you fail a saving throw, you are slowed as per the slow spell (speed is halved; -2 penalty to AC and Dexterity saving throws; cannot use reactions; may take only an action or a bonus action on its turn; spells with a casting time of 1 action may be delayed) until you succeed on three saving throws. If you fail three saving throws before you succeed on three saving throws you are petrified. Petrification lasts until undone by a remove curse spell (treating this effect as if it was a 4th level spell).

This potion appears to be a chilled vodka or akvavit (dill flavored spirit), with at least three round pebbles at the bottom.

Potion of Proof Against Acid

Potion, uncommon

This bright pink, chalky admixture tastes slightly sweet.

When you drink it, you have resistance to acid damage for one hour. The potion is also remarkably effective at aiding digestion.

Potion of Proof Against Cold

Potion, uncommon

This thick ruddy-brown broth is scalding to touch.

When you drink it, you take 1d4 fire damage, but thereafter you have resistance to cold damage for one hour. During this time, you also tend to be more energetic and passionate.

Potion of Proof Against Fire

Potion, uncommon

This thin, blueish liqueur is cold to touch.

When you drink it, you take 1d4 cold damage, but thereafter you have resistance to fire damage for one hour. During this time, you also tend to be more dispassionate and calculating.

Potion of Proof Against Lightning

Potion, uncommon

This bright yellow potion glows slightly and exhibits a mild tingling when touched.

When you drink it, you take 1d4 lightning damage, but thereafter you have resistance to lightning damage for one hour. During this time, you have a small static charge so your hair stands on end and leaves, small bits of paper and cloth, and suchlike will adhere to you.

Potion of Stealth

Potion, common

For one hour after you consume this potion, you have advantage on Dexterity (Stealth) checks to hide or remain hidden or to move quietly.

This blue-black potion will spoil if left exposed to light for long periods, so it is always found in an opaque bottle.

Sleeping Draught

Poison (Ingested), common

When you drink this draught, you make a DC 13 Constitution saving throw. If you fail, you fall asleep (unconscious) for eight hours. You wake up if you take damage or if someone else takes an action to shake you awake. The sleep induced by this potion is natural, and you gain whatever benefits you would from a night of restful sleep.

The potion is a thin, dark red liquid that tastes of sweet cherries.

Waking Draught

Poison (Ingested), common

When you drink this draught, you can stay awake all night without sleep without suffering any ill effects (although you may still need to rest).

If you drink a waking draught for a second night, you automatically suffer a level of exhaustion and you make a DC 10 Constitution saving throw. If you fail, you suffer an additional level of exhaustion and are poisoned for 24 hours. Each subsequent night, you automatically suffer another level of exhaustion and make another Constitution saving throw, with the DC increasing by 2 each night. If you fail this saving throw, you suffer an additional level of exhaustion, are poisoned for 24 hours and fall asleep (unconscious) for 24 hours.

The potion is a thin, amber liquid with an astringent, bitter ginseng taste.

Wolfsbane Elixir

Potion, uncommon

For one hour after you consume this potion, you have advantage on saving throws to avoid lycanthropy. If you drink more than one dose within 24 hours, then you will be poisoned for 24 hours, and you must make a DC 11 Constitution saving throw or suffer 2d6 poison damage.

This potion is made from soaking wolfsbane in distilled spirits. It is slightly purple in color, and smells and tastes of burnt tobacco.



Appendix C: Faith Healer Background

In the places forgotten by the clerics and the great learned universities, you comforted the common people, gave them small charms and healing salves, using ancient wisdom passed down from your ancestors. You use the leaf and the wort, over mumbled words and a touch of your hand. You don't know why it works, it just does. You might call yourself a hedge wizard, a wise woman, medicine man, one of the cunning folk, or even a witch.

Skill Proficiencies: Medicine and Nature

Tool Proficiencies: Herbalism kit, poisoner's kit

Languages: You can speak Common

Equipment: A stone figurine, a walking stick, a set of common clothes, an herbalism kit, one dose of antitoxin, and 10 gp

Feature: Cantrip

You know Guidance or Soothe Fear and Pain (your choice) as a cantrip from the witch spell list. Wisdom is your spellcasting ability for it.

Feature: Rustic Welcome

Since you aid the common folk, you fit among them with ease. You can find a place to hide, rest, or recuperate among commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Suggested Characteristics

Faith Healers tend towards simple, homespun wisdom. However, they can show their anger if their wards are threatened. Many faith healers are distrustful of the Church, choosing to follow the old faith, or no powers at all.

Personality Traits

- Intuition counts for more than logic.
- I will constantly offer unsolicited medical advice.
- I collect strange and disgusting things.
- I go to sleep and wake early.
- I never wear clothing with buttons, snaps or other fasteners.
- I was driven out of my home village for practicing "witchcraft."

Ideals

- Mercy.** We should do all we can to ease the suffering of all creatures. Torture, even of evil creatures, is an abomination.
- People.** Our rulers do not necessarily have our best interests at heart.
- Empiricism.** The only thing that matters is whether or not it works.
- Control.** Controlling others is the best way to ensure your own safety.
- Tradition.** The old ways (the really old ways) are best. People come and go, but the wisdom never dies.

Bonds

- I will always protect my village.
- I have seen disease take too many to treat it lightly.
- The sisterhood of healers transcends normal relationships.
- I had a vision that an ordinary stone I own will be critical to saving the world.
- I poisoned for what I thought was a good cause, but it wasn't. Now I cannot abide poisoners.
- There is a frog that lives near my hut that is my special friend.
- I believe Baba Yaga has secretly aided my efforts.

Flaws

- I never trust anyone who is clean.
- Despite my wisdom, I have an incurable disease. Sometimes, this makes me doubt myself.
- A little pain is cleansing. For myself and for others.
- I don't hide my bodily functions.
- I don't understand money, or really anything with numbers.

Appendix D: New Creatures

Faerie Horse

Large fey, neutral

Armor Class 13

Hit Points 30 (5d10 + 5)

Speed 70 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	16 (+3)	11 (0)	7 (-2)	12 (+1)	23 (+1)

Senses passive Perception 13

Languages understands Elvish or Sylvan but can't speak

Challenge ½

Actions

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Faerie Knight

Medium fey, chaotic neutral

Armor Class 21 (mithral plate and shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
14 (+2)	18 (+4)	10 (0)	14 (+2)	10 (0)	20 (+5)

Saving Throws Con +2, Wis +3

Damage Resistance bludgeoning, piercing, slashing from non-iron or non-magic weapons

Condition Immunities charmed

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 5

Fey Ancestry. The faerie knight has advantage on saving throws against being frightened and magic can't put it to sleep.

Mounted Expert. While mounted, the faerie knight has advantage on melee attack rolls against any unmounted creature smaller than his mount, and it can force an attack targeting its mount to attack it instead.

Innate Spellcasting. The faerie knight's innate spellcasting ability is Charisma (spell save DC 15). The faerie knight can innately cast the following spells, requiring no components:

At will: detect evil and good, pass without trace

3/Day: misty step

1/Day: fear

1/Month: bestow major curse, geas

Actions

Multiattack. The faerie knight makes two melee attacks, either with rapier or lance.

Rapier. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Lance. Melee Weapon Attack: +6 to hit, reach 10 ft. (disadvantage to attack within 5 ft.), one target. Hit: 11 (1d12 + 5) piercing damage.

Faerie Spearbearer

Medium fey, chaotic neutral

Armor Class 17 (mithral chain shirt)

Hit Points 20 (4d8)

Speed 35 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	15 (+2)	10 (0)	10 (0)	10 (0)	14 (+2)

Saving Throws Wis +1

Damage Resistance bludgeoning, piercing, slashing from non-iron or non-magic weapons

Condition Immunities charmed

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1

Martial Advantage. Once per turn, the spearbearer can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 10 feet of another spearbearer that isn't incapacitated.

Fey Ancestry. The spearbearer has advantage on saving throws against being frightened and magic can't put it to sleep.

Actions

Pike. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Bonus Action

Misty Step (1/day). As a bonus action, the spearbearer can teleport to any place within 30 feet.

Handelfee (aka market faerie)

Small fey, neutral

Armor Class 13**Hit Points** 15 (4d6)**Speed** 25 ft.

Str	Dex	Con	Int	Wis	Cha
8 (-1)	10 (0)	10 (0)	15 (+2)	13 (+1)	13 (+1)

Skills Investigation +4, Insight +6, Persuasion +6**Damage Resistance** bludgeoning, piercing, slashing from non-iron or non-magic weapons**Condition Immunities** charmed**Senses** passive Perception 11**Languages** all**Challenge** 1/4

Heart's Desire. By speaking to a creature for one minute on any subject, a handelfee can peer into the creature's heart and sense its current goals. If the target fails a DC 10 Charisma saving throw, the handelfee also knows its strongest desires (which may its traits, ideals, bonds, or flaws). If the target is aware of the handelfee's study, it can make this a contested roll, using a Charisma (Deception) check.

Fey Ancestry. Magic can't put the handelfee to sleep.

Innate Spellcasting. The handelfee's spellcasting ability is Charisma (spell save DC 11). The handelfee can innately cast the following spells, requiring no material components:

At will: detect magic**1/day each:** locate object, object history, plane shift (self only)**1/week:** animate objects**Actions**

Dagger. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Reaction

Instinctive Shift. After taking damage, the handelfee can cast plane shift.

Background Handelfee operating hidden floating markets that move from place to place (and plane to plane), and only insiders know where the market will appear next. Almost anything can show up for sale at one of these markets: from the rare and valuable (antiques, artwork, relics, magic items, poisons), the mundane (breadloaf, 3 copper pieces), the bizarre (dew from spider web, troll teeth, first-born daughter, jester's motley) or the incomprehensible (butterfly's breath, confessions of a dead man, color of a baby's

smile, sound of a dragon's roar, a king's destiny). Handelfee often employ laurenfee to gather items for sale.

Heinzelmannchen (aka brownie)

Small fey, neutral

Armor Class 13**Hit Points** 10 (2d6 +3)**Speed** 25 ft.

Str	Dex	Con	Int	Wis	Cha
7 (-2)	12 (+1)	12 (+1)	10 (0)	11 (0)	14 (+2)

Damage Resistance bludgeoning, piercing, slashing from non-iron or non-magic weapons**Condition Immunities** charmed**Senses** darkvision 60 ft., passive Perception 12**Languages** common, elvish, sylvan**Challenge** 1/8

Fey Ancestry. Magic can't put the heinzelmannchen to sleep.

Innate Spellcasting. The heinzelmannchen's spellcasting ability is Charisma (spell save DC 12). The heinzelmannchen can innately cast the following spells, requiring no material components:

At will: detect magic, mage hand, mending, prestidigitation**3/day each:** invisibility (self only), unseen servant**Actions**

Knife. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Background The heinzelmannchen, or brownie, is a type of faerie that live in unoccupied parts of human houses, typically a cellar or attic. Late at night, they come out and do domestic chores, such as cleaning dishes, washing clothes, and stacking firewood. In return, they ask for a small bowl of porridge and a pot of beer, or other food. They don't like to be seen, and if householders persist in trying to catch them (or fail to leave them gifts of food), they will abandon the house for a friendlier host.



Ice Elemental

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow (ice only) 30 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (0)	5 (-3)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Aquan

Challenge 5

Ice Glide. The elemental can burrow through ice and snow. While doing so, the elemental doesn't disturb the material it moves through. It ignores difficult terrain caused by ice and snow

Contact Frost. If the elemental is grappling or grappled, each creature it grapples with takes 5 (2d4) cold damage at the beginning of its turn.

Fog. If an attack, spell or other effect does 20 points or more of fire damage to the elemental, it results in a flood of steam which instantly condenses into a 20-foot-radius sphere of cloud of freezing fog centered on the elemental. The area of the fog is heavily obscured except for the elemental. It lasts for one minute.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Background

An ice elemental resembles an earth elemental except it is made of crystalline ice. Its body is so cold, that mere contact causes damage.

Ice Hag

Medium fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+3)	12 (+1)	13 (+3)	13 (+1)	14 (+2)	14 (+2)

Damage Immunities cold

Skills Deception +4, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge 3 (700 XP)

Winter Familiarity. The hag's vision is not impeded by snow, sleet, hail or freezing fog, nor is snow or ice considered difficult terrain for her

Illusion of Safety. In any winter storm, the hag can create an illusion of a dwelling, cave or other safe area (typically with light and a warm fire inside). A creature that investigates closely can tell it is unreal with a successful DC 14 Intelligence (Investigation) check.

Winter Stalker. The hag has advantage on any Dexterity (Stealth) check made during a winter storm.

Actions

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage plus drain warmth.

Drain Warmth. At the beginning of its turn, the creature takes 1d4 cold damage. An affected creature can make a DC 12 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Background

The ice hag typically lives in high mountain passes or other cold climes, and rarely leaves her home except during winter storms. However, during any winter storm, she will use her illusion of safety ability to lure victims away from roads and trails, into deep snow drifts and ice crevasses. Once victims are immobilized or trapped, she will move in for the kill.

Nixling (aka nered)

Medium fey, neutral

Armor Class 11 (14 in the water)

Hit Points 22 (5d8)

Speed 30 ft., swim 40 ft.

Str	Dex	Con	Int	Wis	Cha
8 (-2)	13 (+1)	11 (0)	14 (+2)	13 (+1)	18 (+4)

Skills Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 2

Innate Spellcasting. The nixling's innate spellcasting ability is Charisma (spell save DC 15). The nixling can innately cast the following spells, requiring no material components:

1/day each: suggestion

Magic Resistance. The nixling has advantage on saving throws against spells and other magical effects.

Actions

Water Teleportation. While submerged in water at least 50 ft. deep, the nixling can teleport to a magically prepared home pool within one mile.

Drowning Kiss. The nixling can kiss a willing creature. The kiss fills the target's lungs with water, causing it immediately to start drowning. The creature starts making DC 12 Constitution saving throws at the end of its turn. Until it makes or fails three saving throws, it is stunned. If it succeeds on three saving throws (or becomes able to breathe water), the target can expel the water from its lungs and the effects end. If the target fails three saving throws, it immediately drops to 0 hit points and begins dying.

The drowning kiss has no effect on creatures that can breathe water (or that don't need to breathe at all)

Luring Song. The nixling sings a magical melody. Every humanoid that is within 100 feet of the nixling that can hear the song must succeed on a DC 12 Wisdom saving throw or be charmed until the song ends. The nixling must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time, but must stop if incapacitated or it uses its drowning kiss.

The charmed creature regards the nixling as a trusted friend to be heeded and protected. Although the target isn't under the nixling's control, it generally is favorably disposed to the nixling. A

charmed creature can also repeat the saving throw at the end of each minute. If a creature's saving throw is successful, the effect ends on it.

Background The nixling, or nereid, is a less powerful water spirit similar to a nixie, but is associated with pools and springs, rather than rivers. She will often use her luring song and drowning kiss to drown hapless travelers.



Swanmay

Medium fey (human, shapechanger), chaotic neutral

Armor Class 11 in humanoid form, 12 (natural armor) in swan form

Hit Points 28 (5d8 + 5)

Speed 30 ft. (in human form), 10 ft., fly 50 ft. (in swan form)

Str	Dex	Con	Int	Wis	Cha
8 (-1)	15 (+2)	12 (+1)	10 (0)	10 (0)	18 (+4)

Skills Perception +4

Damage Resistance bludgeoning, piercing, slashing from non-iron or non-magic weapons

Senses darkvision 60 ft., passive Perception 14

Languages Common (can't speak in swan form)

Challenge 1 (700 XP)

Shapechanger. The swanmay can use its action to polymorph into a swan, or back into her true form, which is humanoid. Its statistics, other than its AC and speed, are the same in each form. Any equipment it is wearing or carrying is transformed with it. It reverts to its true form if it dies.

Speak with Beasts. The swanmay can communicate with beasts as if they shared a language.

Innate Spellcasting. The swanmay's spellcasting ability is Charisma (spell save DC 14). The handelfee can innately cast the following spells, requiring no material components:

At will: animal friendship

3/day each: suggestion

Actions

Spear (Humanoid Form Only). Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Background Swanmays are beautiful, shapechanging faeries that live in pools in deep woods.

Wolperdinger

Tiny fey, unaligned

Armor Class 13

Hit Points 7 (3d4)

Speed 45ft.

Str	Dex	Con	Int	Wis	Cha
4 (-3)	14 (+2)	10 (0)	3 (-4)	14 (+1)	5 (-3)

Damage Resistance bludgeoning, piercing, slashing from non-iron or non-magic weapons

Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages-

Challenge 0 (10 XP)

Keen Hearing and Smell. The wolperdinger has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Charge. If the wolperdinger moves at least 15 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage.

Actions

Ram. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

Background

The wolperdinger (also known as a rasselboch or jackalope) appears to be a rabbit with a set of horns or antlers. The wolperdinger is generally shy and reclusive, but can be fiercely territorial when defending its burrow.

Wolperdingers sometimes serve as mounts for sprites, pixies or other tiny humanoid fey.

Wolperdingers are known to have an affinity for magical fruits and nuts, and if any can be found in the vicinity, will hoard them in its burrow. Hunters prize a mounted wolperdinger head, and it is considered a great trophy.

Variants

Some wolperdinger also have wings. Treat these wolperdingers as if they had a fly speed of 45 ft.



Yeth Hound (aka Mauthe Dog or Schwarzhund)

Medium fey, chaotic evil

Armor Class 13

Hit Points 82 (11d8 + 33)

Speed 40 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	12 (+1)	16 (+3)	6 (-2)	13 (+1)	10 (+0)

Skills Perception +5, Survival +5, Stealth +5

Damage Resistance bludgeoning, piercing, slashing from non-iron or non-magic weapons

Condition Immunities charmed, frightened

Senses darkvision 60 ft., see invisible and ethereal, passive Perception 15

Languages understands Common, Giant and Sylvan but can't speak

Challenge 3

Keen Hearing and Smell. The yeth hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The yeth hound has advantage on an attack roll against a creature if at least one other yeth hound is within 5 feet of the creature and the other yeth hound isn't incapacitated.

Implacable Tracker. The yeth hound has advantage on Wisdom (Survival) checks to track your any creature that has been affected by its dreadful howl or that it has been summoned to hunt.

Harbinger of Doom. If a living creature sees one or more yeth hounds at night but is not attacked by any yeth hound during the encounter, at the end of the encounter it must make a DC 16 Wisdom saving throw (creatures warded by a protection from evil and good or magic circle spell do not need to save). If the creature fails, then at a stressful time chosen by the DM that creature has disadvantage on all ability checks, attack rolls and saving throws, for 10 minutes (or the duration of any activity that is represented by a single roll). The effect does not apply to any attack or saving throw against a yeth hound and must occur no later than 30 days after the encounter. This effect can be removed

by a remove curse spell (treating the effect as a third level spell).

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Dreadful Howl. Each creature that is within 360 feet of the yeth hound when it howls at night but cannot see it must succeed on a DC 16 Wisdom saving throw or become frightened for 10 minutes. A creature can repeat the saving throw at the end of each of minute, or each of its turn of it has been attacked, or if it sees an ally being attacked, by a yeth hound. If a creature's saving throw is successful or the effect ends for it, the creature is immune to any yeth hound's dreadful howl for 10 minutes. A dreadful howl also does not affect any hag or any creature under the protection of the Wild Hunt.

Background

The yeth hound (also known as a mauthe dog or a schwarzhund) is a fey creature that haunts lonely moors, appearing alone or in a pack the wild hunt of three. A larger pack appears accompanies the Horned Man in the Wild Hunt, and solitary yeth hounds sometime serve witches or hag covens.

It appears as a powerfully built, coal-black mastiff with glowing white or yellow eyes.

Although they are powerful combatants, yeth hounds are more likely to use their dreadful howl and harbinger of doom abilities to torment travellers or Fvorite victim. A typical encounter occurs with the yeth hound tracking its target(s) for several miles, howling to keep it frightened but staying out of sight. The yeth hound will then either attack when its target(s) are thoroughly frightened, or merely show itself to its target(s), invoking its harbinger of doom ability.

Yeth hounds hunt only at night. They fear the sun and never venture out in daylight, even if their lives depend on it. To escape daylight, their lairs are always subterranean.

Appendix E: A Note On Curse Magic

Curses loom large in the imagination of campaigns featuring witches. Curses are a special type of magic that doesn't follow the determinative rules of standard magic. Whether or not a spell counts as a curse will be noted in the spell description.

Curses are very flexible, but their efficacy depends on the symbolic appropriateness of the curse to the target. Moreover, most powerful curses can be broken if the target meets conditions that are (again) symbolically appropriate. For example, a pickpocket cursed with palsy until he returns everything he's stolen to its rightful owners; a beautiful princess cursed with eternal sleep until kissed by a prince; a demonologist cursed with fear of fire; a graverobber whose possessions crumbles unless he returns all stolen items to a grave; or a drunken fool who is polymorphed into a boar until he can cross a desert (symbolically overcoming his alcoholism). Finally, most curses have a delayed onset, can have permanent or long-lasting effects, and can't be dispelled like ordinary spells (although a high-level remove curse spell can end a curse).

Because of these elements, curses are not terribly combat-effective, and they are not meant to be. However, curses can be powerful PC (and NPC) motivators outside of combat.

Design Notes, Credits and Inspiration

Compared to other classes, the witch is not an easy class to play. Because of the number of tradition spells available, a witch will usually know more spells than other primary spellcasting classes. However, many of the spells are dictated by her tradition, the common witch spell list is relatively narrow, and switching spells takes much longer (1 month) than for wizards and clerics. As a result, a witch's spellcasting usually lacks the versatility of other classes. In addition, except for the veiled and winter traditions, there are few offensive spells or other options available for witches. What options exist are narrow; woe to the veiled tradition witch who fights creatures that can't be charmed. Witches, except for the life tradition, are neither great supporters of other characters. Witches are relatively good defensively, and where they really shine is out-of-combat utility and manipulation. In particular, the use of enchantment magic and curses can make them very effective social manipulators, and the death, diabolist and nature traditions can create or summon minions to do their bidding. All of these characteristics make witches great long-term villains.

The witch class draws mostly from classical myths of European witchcraft, including:

- Baba Yaga (from Russian legends);
- Celestina (from Fernando Rojas' *La Celestina*);
- Ceridwen (from the *Mabinogion* and Welsh legends);
- fairytale witches from the Brothers Grimm and others (notables include *Snow White*, *Hansel and Gretel* and *Sleeping Beauty*, and the derived Disney movies);
- Freyja (from the *Poetic Edda* and Norse legends);
- the Good and Wicked Witches of the North, South, East and West (from L. Frank Baum's *The Wonderful Wizard of Oz* and derivative media, including Gregory Maguire's *Wicked*);
- Iggwilv and her patron Malcanthet (from Greyhawk canon);
- Lilith (from Christian and Jewish legends, and literature such as Goethe's *Faust*);
- Morgan Le Fay (from Arthurian legends);
- Orddu, Orwen and Orgoch (from Lloyd Alexander's *The Black Cauldron*);
- the Pappenheimer Family (see Michael Kunze, *Highroad to the Stake: A Tale of Witchcraft*), and other historically accused such as Matteuccia da Todi, Mother Shipton and Isobel Gowdie;
- the Three Witches, Sycorax and the Fairies (from Shakespeare's *Macbeth*, *Othello* and *Midsummer's Night Dream*);
- Sidonia von Borcke (from *Sidonia the Sorceress* and German legend);
- the Snow Queen and the Sea Witch (from Hans Christian Andersen's *The Snow Queen* and *The Little Mermaid*, and the derived Disney movies);
- the White Witch aka Jadis (from C.S. Lewis's *The Lion, the Witch and the Wardrobe* and *The Magician's Nephew*);
- the Witch of Endor (from the *Book of Samuel*);
- the witches of the classical traditions, Circe (from Homer's *Odyssey*) and Medea (from Ovid's *Metamorphoses* and Apollonius' *Argonautica*);
- the witches of the *Malleus Maleficarum*, aka the *Hammer of the Witches*; and
- the witches of Studio Ghibli (including *Howl's Moving Castle*, *Kiki's Delivery Service*, *Ponyo* and *Spirited Away*).

Almost all of the witches are recognizably from one of the witch traditions presented from the class.

Also, I was inspired by Tim Brannen's *The Witch: A Sourcebook for Basic Edition Fantasy Games* (see his blog at <http://timbrannan.blogspot.hk/>). The Trap spells were inspired by Brandes Stoddard.

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