

# WITCH



**An Insidious, Cursed Class  
by Mage Hand Press**



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## THE RISING TIDE

Join the Party's third campaign, *The Rising Tide*, is set in the world of Verda Stello, the great green ringed world. This fantastical land is filled with human-sized plant and bug people (give or take some two-foot tall fruits and giant vines) called the Greenfolk.

The source of Verda Stello's verdant life was the Cascade, a massive waterfall that fell over the whole inner ring of the world. Over time, the Cascade dried up, leaving all the Greenfolk scrambling for water. But the waterfall also revealed that the entire center of Verda Stello was a great salt sea, dotted with countless unknown islands. Soon, a prophecy arose about an Infinite Lake that can save the world and a Salmon that grants your deepest desire.

The rush to claim and explore the great salt sea kicked off the Tide, a pirate era that has raged for 50 years. This story is but one of many that are caught in the wind between sails. A tale of a butterfly gunman, an explosive piece of produce, and the witch made out of tea.

### Chamomile Cassis

*Leafy Greenfolk, Tea Magic Witch, (she/them)*

#### BIO

Chamomile Cassis, Cammie to their friends, is every superstitious pirate's dream and nightmare. This tea-plant has turned her own body into a form of magic, practicing Tea Magic and Tasseography for her crewmates. After they became blighted and were run out of Open Fields, Cammie stumbled into the pirate life entirely by accident. She is tirelessly optimistic, and loves nothing more than to fix a nice cup of tea for anyone in need or spend time concocting new recipes with her seaweed octopus familiar, Nonny.



#### WHAT DREW JULIA TO THIS CLASS?

I knew I wanted to play the Witch class as soon as I read it. While spellcasting in vanilla D&D provides plenty of options, the Hex feature for the Witch was extremely tempting. The non-combat and crowd-control options meant I didn't just have to blast someone with a fireball to influence a situation. But the thing that really pulled me in was how the mechanics and the character development fit together. The Curse and the Enhanced Familiar felt like it was baked into the character, allowing for both fear and comradery, without having to multiclass. The Witch class feels like it was made for me, and the Tea Magic subclass slotted in perfectly into the pirate-and-plant world of Verda Stello!

# WITCH

Three old crones stoop over a boiling cauldron filled with all manner of bizarre filth, churning and bubbling with noxious fumes. In the smoke and vapor above the pot, the trio can make out shapes and figures of great import, and one cackles loudly at what she sees.

A young girl sits underneath a tree, far from where the other children play. She glances about to make sure no one is watching, and snaps her fingers once to the empty air. After a moment of silence, a black cat appears around the tree's bend and locks eyes with the girl, staring with a strange intelligence for a long moment. She gestures at one of the playing children, a heavysset boy with a permanently affixed scowl; the cat understands. It wanders close to the boy, stretches its claws, and gets very low, ready to pounce for the boy's eyes.

A young elf intently mutters something under his breath each time he exhales. Visible only to him, a string of the foulest magic winds out from him and seizes a charging orc, which drops to its knees in agony.

Witches are stricken by magic so dark it imprints a lasting shadow upon their essence. Through force of personality alone, they can spin this darkness outward, hexing creatures, casting manipulative spells, and even commanding a familiar with their thoughts.

## Cursed

While others are blessed with magic, witches are cursed by it. Afflicted by some hateful arcana, whether accidentally or intentionally, witches are twisted inside and out by its daily tortures. With grueling effort, they can warp this power into spells to wrack others with the same torment that plagues them.

## Pariahs and Outcasts

Almost without exception, witches are feared and hated. They are victim to a number of misconceptions, usually relating them to hags and other evil creatures of the night. As a result, known witches are in great personal danger and can usually be found dwelling on the outskirts of civilization where townsfolk seldom tread. This does little to stop witch hunting and burnings, but provides some measure of safety from them.

In reality, very few choose to become witches, and many of them can hide adeptly in society, using their magic to fill a number of roles, from seer, to healer, to apothecary. Being accused as a witch carries grave consequences, no matter the validity of the claim, so wise witches relocate frequently, never residing in one place for too long.

## Familiar Masters

It is rare to find a witch without their constant companion, the familiar. Though familiars might be conjured by other spellcasters as well, a witch's familiar is ubiquitous to common folk for good reason. Witches command intuitive magic, and have a deep link to their familiars. As a result, they can conjure more exotic familiars, and command them more swiftly than other spellcasters.

## Creating a Witch

Creating a witch necessarily involves a powerful, malicious curse in your backstory. Who cast it? Did you take a curse upon yourself for power? Was your entire lineage cursed generations ago, leading to a bloodline of witches, or did another spellcaster use sinister, forbidden magic to curse you for life? Decide on the nature of your witch's curse and think about how you relate to it. Do you feel like the curse was secretly a blessing, or does the desire for vengeance burn in your heart?

What negative effects does the curse leverage on your personality and mind? Are you haunted by spirits, or is your mind plagued by destructive thoughts? How do you feel manipulating the power of this curse outwards into hexes and spells?

Work with your GM to determine how witches are perceived in the world. Are they feared, burned, and persecuted? Are you an openly known witch? Do the other characters in your party know of your witchhood? Some witches keep the source of their magic a secret, or claim to be wizards or sorcerers to conceal the true darkness of their magic.

## QUICK BUILD

To build a witch quickly, make Charisma your highest ability score, followed by Constitution. Then, choose the *acid splash*, *chill touch*, *hocuspocus*, and *minor illusion* cantrips, and the *hideous laughter* and *thunderwave* spells. Choose the Hideous witch's curse, and the Evil Eye and Misfortune hexes. Lastly, choose any background that illustrates your life before being cursed.

## THE WITCH

LEVEL	PROF. BONUS	FEATURES	HEXES KNOWN	CANTRIPS KNOWN	SPELLS KNOWN	—SPELL SLOTS PER SPELL LEVEL—								
						1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	+2	Hexes, Spellcasting, Witch's Curse	2	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	Cackle, Familiar	3	4	3	3	—	—	—	—	—	—	—	—
3rd	+2	Witch's Craft	3	4	4	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	5	5	4	3	—	—	—	—	—	—	—
5th	+3	Insidious Spell	4	5	6	4	3	2	—	—	—	—	—	—
6th	+3	Craft feature	4	5	7	4	3	3	—	—	—	—	—	—
7th	+3	Improved Familiar	4	5	8	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	5	9	4	3	3	2	—	—	—	—	—
9th	+4	Dying Curse	5	5	10	4	3	3	3	1	—	—	—	—
10th	+4	Craft feature	5	6	11	4	3	3	3	2	—	—	—	—
11th	+4	Grand Hex	5	6	12	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	6	12	4	3	3	3	2	1	—	—	—
13th	+5	Grand Hex	6	6	13	4	3	3	3	2	1	1	—	—
14th	+5	Craft feature	6	6	13	4	3	3	3	2	1	1	—	—
15th	+5	Grand Hex	6	6	14	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	6	6	14	4	3	3	3	2	1	1	1	—
17th	+6	—	7	6	15	4	3	3	3	2	1	1	1	1
18th	+6	Grand Hex	7	6	15	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	7	6	15	4	3	3	3	3	2	1	1	1
20th	+6	Hexmaster	7	6	15	4	3	3	3	3	2	2	1	1

## CLASS FEATURES

As a witch, you have the following class features.

## HIT POINTS

**HIT DICE:** 1d8 per witch level

**HIT POINTS AT 1ST LEVEL:** 8 + your Constitution modifier

**HIT POINTS AT HIGHER LEVELS:** 1d8 (or 5) + your Constitution modifier per witch level after 1st

## PROFICIENCIES

**ARMOR:** Light armor

**WEAPONS:** Simple weapons, blowguns, shortswords, and whips

**TOOLS:** Alchemist's supplies, poisoner's kit

**SAVING THROWS:** Wisdom, Charisma

**SKILLS:** Choose two from Arcana, Deception, Insight, Intimidation, Nature, Persuasion, Religion, and Survival

## EQUIPMENT

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

- (a) a whip and blowgun, (b) a light crossbow and 20 bolts, or (c) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor, any simple weapon, and a dagger

## MALE AND FEMALE WITCHES

Witches are commonly considered to be only female, but in reality, male and female witches exist in equal number. This misconception is due to the fact that male witches are often called "hexers," or are incorrectly deemed warlocks by common folk.

## Spellcasting

You have learned to mold and reshape the magic that curses you into spells.

### CANTRIPS

You know four cantrips of your choice from the witch spell list. You learn additional witch cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Witch table.

### SPELL SLOTS

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

For example, if you know the 1st-level spell *bane* and have a 1st-level and a 2nd-level spell slot available, you can cast *bane* using either slot.

### SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the witch spell list. The Spells Known column of the Witch table shows when you learn more witch spells of your choice.

Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the witch spells you know and replace it with another spell from the witch spell list, which also must be of a level for which you have spell slots.

### SPELLCASTING ABILITY

Charisma is your spellcasting ability for your witch spells. Your magic originates deep within yourself, where your insidious curse stirs restlessly. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma 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 Charisma modifier

**SPELL ATTACK MODIFIER** = your proficiency  
bonus + your Charisma modifier



### RITUAL CASTING

You can cast any witch spell you know as a ritual if that spell has the ritual tag.

### SPELLCASTING FOCUS

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

### Witch's Curse

You are wracked by a terrible curse, which infects your body and soul. At 1st level, choose the form that this curse takes from the options below.

**BURNED.** Almost all of your body has been scorched by arcane flames, leaving you with striking black scars and embers of magic that burn under the skin. As a result, you have resistance to fire damage, and you know the *produce flame* cantrip, which doesn't count against your number of cantrips known.

**DROWNED.** Water fills your lungs, and yet you do not die. You can breathe air and water. Additionally, you have a swimming speed equal to your walking speed.

**HIDEOUS.** Your appearance is ghastly to behold. You have proficiency in the Intimidation skill. When you roll initiative, you can choose one Humanoid you can see to scare. That creature must make a Wisdom saving throw against your spell save DC or be frightened of you until the end of your next turn.

**HOLLOW.** Your soul has been divorced from your body, trapping you in a limbo between life and death. When you or your familiar reduces a hostile creature to 0 hit points, you drain some of its life force, gaining temporary hit points equal to your Charisma modifier + your witch level (minimum of 1).

**LOVELESS.** You are cursed to never find true love. Jaded and disaffected, not even magic can turn your heart; as a result, you are immune to being charmed.

**POSSESSED.** Your soul is occupied by a foreign spirit that sometimes tries to wrest away your consciousness. However, while you sleep, the spirit whispers magical secrets to you. You learn an additional witch spell at a level for which you have spell slots at 1st level, and again at 4th level, 8th level, and 12th level. These spells don't count against your number of spells known.

## Hexes

You can learn a number of powerful incantations, known as hexes, derived from the same insidious magic that cursed you.

At 1st level, you gain two hexes of your choice. Your hex options are detailed at the end of the class description. When you reach certain levels in this class, you gain additional hexes of your choice, as shown in the Hexes Known column of the Witch table. Additionally, when you gain a level in this class, you can choose one of the hexes you know and replace it with another hex.

Unless otherwise stated, if a hex requires an attack roll or saving throw, it uses your spell attack modifier and spell save DC. All hexes require either verbal or somatic components (your choice at the time of casting the hex).

Unless otherwise noted, if a hex lasts for a duration, you concentrate on it as you would a spell. You lose your concentration on a hex if you cast another hex; however, you can concentrate on a hex and a spell at the same time, making only

one Constitution saving throw to maintain your concentration on both.

## Cackle

At 2nd level, you can use your bonus action to cackle. Doing so extends the duration of a hex on which you are concentrating by 1 round. If the hex has one or more targets, a target must be within 60 feet of you for the hex's duration to extend for it.

Not all witches laugh maniacally when they cackle, but all cackles require a verbal component, as if casting a spell. These range from mundane curses and insults, to the murmuring of dead languages and speaking backwards.

## Familiar

At 2nd level, you learn the *find familiar* spell and can cast it as a ritual without expending material components. This spell doesn't count against your number of spells known. The spell is improved in the following ways:

- Your familiar takes its turn immediately before or after your turn each round (your choice).
- Once on each of your turns as an action or a bonus action, you can mentally command your familiar to use its reaction to make one attack.
- You can use the *find familiar* spell to deliver spells that have ranges other than touch through your familiar.
- When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: death snail,\* flying book,\* homunculus, mock,\* moon jelly,\* pet rock,\* pseudodragon, rag doll,\* sprite, tin soldier,\* winter wolf pup,\* and yarn golem.\* The statistics for creatures marked with an asterisk can be found at the end of this document.

## WITCH FAMILIAR

As a witch, familiars you summon are imbued with your insidious magic, granting them the following benefits:

- Your familiar can use your spell attack modifier for its attack rolls.
- Your familiar adds your proficiency bonus to its Armor Class, saving throws, and damage rolls.
- You add twice your witch level to your familiar's hit point maximum.

## Witch's Craft

Your skill in magic has culminated in learning a craft, an innate variety of magic that exists apart from the schools of magic. When you reach 3rd level, choose one Witch's Craft. Your choice grants you features at 3rd level, and again at 6th, 10th, and 14th level.

If your craft grants you a hex at any level, it doesn't count against your number of hexes known.

### CRAFT SPELLS

Each craft is associated with a branch of arcana, represented by a number of spells that you learn. The levels of these spells are noted in the craft description. These spells count as witch spells for you but don't count against your number of spells known.

## 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.

## Insidious Spell

Starting at 5th level, when you cast a witch spell that affects a creature that is under the effect of your hex, that creature has disadvantage on its first saving throw against the spell. This feature only applies to a hostile creature that is the sole target of your hex.

## Improved Familiar

At 7th level, your familiar's attacks count as magical for the purpose of overcoming damage resistance and immunity to nonmagical attacks and damage. Additionally, you can choose the following forms for your familiar: brass dragon wyrmling (can't use its breath weapon), fright,\* grep,\* imp, or quasit. The statistics for creatures marked with an asterisk can be found at the end of this document.

## Dying Curse

Beginning at 9th level, when a creature reduces you to 0 hit points but doesn't kill you outright, you can lay a nefarious curse upon it. The creature is cursed for up to 24 hours. While cursed, the creature has disadvantage on attack rolls, ability checks, and saving throws. If you regain consciousness or the creature is targeted by the *remove curse* spell, the curse ends at the end of the creature's next turn.

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

## Grand Hex

By 11th level, you have perfected deeply malevolent forms of magic. You learn one grand hex, and you learn another at 13th, 15th, and 18th level. Grand hexes are detailed at the end of the class description.

## Hexmaster

By 20th level, you have mastered your foul magic. Creatures have disadvantage on saving throws against your hexes and grand hexes.

# HEXES

The Hexes below are presented in alphabetical order.

### ABATE

As an action, choose one creature you can see within 60 feet of you to make a Charisma saving throw. On a failed save, the target can't take reactions until the end of your next turn.

### APATHY

As an action, choose one creature you can see within 60 feet of you to make a Charisma saving throw. On a failed save, until the end of your next turn, the target becomes indifferent toward one creature of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by the creature to which it is indifferent. When the hex ends, the creature becomes hostile again, unless the GM rules otherwise.

### BECKON FAMILIAR

You can cast the *find familiar* spell as an action without expending a spell slot or material components. Once you cast this spell in this way, you can't do so again for 1 minute.

You must have the Familiar feature to choose this hex.

### BLEEDING

As an action, choose one creature you can see within 60 feet of you to make a Constitution saving throw. On a failed save, each time this target takes damage, it loses an extra 1d4 hit points. This effect lasts until the end of your next turn.

### CHARM

As an action, choose one creature you can see within 60 feet to make a Wisdom saving throw. On a failed save, the target is charmed by you until the end of your next turn. When the hex ends, the creature knows it was charmed by you.





### DIRE FAMILIAR

As an action, you can bolster your familiar. For 1 minute, your familiar's hit point maximum and current hit points are increased by an amount equal to twice your witch level, and it gains a bonus to its damage rolls equal to your Charisma modifier.

You can cast other hexes while this hex is in effect. Once you cast this hex, you can't cast it again until your familiar is dismissed, or until its duration expires.

You must have the Familiar feature to choose this hex.

### DISORIENT

As an action, choose one creature you can see within 60 feet of you to make a Constitution saving throw. On a failed save, whenever the target makes an attack roll before the end of your next turn, it must roll a d6 and subtract the number rolled from the attack roll.

### DOOMWARD

As an action, choose one friendly creature other than yourself that you can see within 60 feet of you. If this creature is reduced to 0 hit points before the end of your next turn, but not killed outright, it drops to 1 hit point instead. This hex then ends and can't be used on the same creature again until you finish a short or long rest.

### DUPPLICITY

As an action, you can create an illusory duplicate of yourself composed of shadowstuff to confuse your enemies. When a creature attacks you, roll any die.

On an odd number, the attack strikes the duplicate and misses, regardless of its roll, and the hex ends. On an even number, the attack targets you as normal. This effect lasts until the end of your next turn.

### EVIL EYE

As an action, choose one creature you can see within 60 feet of you that can see you to make a Wisdom saving throw. On a failed save, the target is frightened of you until the end of your next turn.

### FORTUNE

As an action, choose one friendly creature other than yourself that you can see within 60 feet of you. The creature has advantage on saving throws until the end of your next turn.

### GO UNSEEN

As an action, you and your familiar become invisible (as per the *invisibility* spell). The effect ends at the end of your next turn, or if you or your familiar attack or cast a spell.

Once you cast this hex, you can't cast it again for 1 minute.

### HOBBLE

As an action, choose one creature you can see within 60 feet of you to make a Strength saving throw. On a failed save, the target's speed is reduced to 10 feet until the end of your next turn. If the creature is flying, it falls, unless it has the ability to hover or it is being held aloft by magic.

**MIRE**

As an action, you can transform the ground in a 30-foot radius centered on the point where you cast this hex into murky swamp, which is difficult terrain. You and your familiar are immune to this hex. This effect lasts until the end of your next turn.

**MISFORTUNE**

As an action, choose one creature you can see within 60 feet of you. Until the end of your next turn, whenever this creature rolls a 20 on a d20 roll, the roll instead becomes a 1.

**OBFUSCATE**

As an action, you create a 20-foot-radius sphere of fog centered on yourself. The sphere spreads around corners, and its area is heavily obscured. This effect lasts until the end of your next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

**POX**

As an action, choose one creature you can see within 5 feet of you to make a Constitution saving throw. On a failed save, the target is poisoned until the end of your next turn.

**RUIN**

As an action, choose one creature you can see within 60 feet of you to make a Constitution saving throw. On a failed save, the target's Armor Class decreases by 3, to a minimum of 10, until the end of your next turn.

**SLUMBER**

As an action, choose one creature you can see within 60 feet of you to make a Wisdom saving throw. On a failed save, the target falls unconscious until it takes damage, or until the end of your next turn. Undead, creatures that are immune to being charmed, and creatures whose current hit points are greater than five times your witch level are immune to this effect.

**TREMORS**

As an action, you can create a miniature earthquake. Each creature on the ground within 10 feet of you must succeed on a Dexterity saving throw or be knocked prone.

**WARD**

As an action, choose one creature you can see other than yourself within 60 feet of you. Each time the creature takes damage before the end of your next turn, the damage it takes is reduced by 3.

## GRAND HEXES

The grand hexes below are presented in alphabetical order. Unless otherwise stated, if a grand hex requires an attack roll or saving throw, it uses your spell attack modifier and spell save DC. Grand hex features don't count as hexes.

**CAULDRON**

You can brew potions in a bubbling cauldron using raw components scavenged from nature. To this end, you have a pool of alchemy points equal to half your witch level, rounded down. You regain all expended alchemy points when you finish a long rest.

You can spend 10 minutes and expend any number of alchemy points to brew potions. These potions retain potency for 24 hours, after which they become inert. If a potion calls requires a saving throw, it uses your spell save DC.

The potions available for you to brew are given on the Cauldron Potions table below.

**CAULDRON POTIONS**

Potion	Alchemy Points
Potion of Animal Friendship	1
Potion of Growth	1
Potion of Healing	1
Potion of Water Breathing	1
Oil of Slipperiness	2
Philter of Love	2
Potion of Greater Healing	2
Potion of Heroism	2
Potion of Resistance	2
Potion of Clairvoyance	3
Potion of Diminution	3
Potion of Gaseous Form	3

**HEXES AND MAGIC**

A witch casts their terrible hexes as an extension of their curse. As their curses are magical in nature, their hexes are considered 0th-level spells for the purposes of feature and spells, such as *counterspell* or *dispel magic*, that interact with magic. Furthermore, all hexes cease while in the area of an *antimagic field* or similar effect.



### COVEN

You can induct others into your insidious coven. By performing a special ritual over the course of 8 hours, which can be done during a long rest, you can intermingle your cursed magic with a willing creature that has the Spellcasting or Pact Magic feature. This creature enters into your coven. You can have up to two creatures other than yourself in your coven at a time.

While two or more members of your coven are within 30 feet of one another, they gain the ability to cast additional spells, as shown on the Coven Spellcasting table. Additionally, members of your coven gain access to a shared pool of five spell slots—one of each level, from 1st to 5th level—which they can use to cast spells as normal. Expended spell slots are regained when all members of the coven finish a long rest.

Coven members use their own spellcasting ability to determine spell attack modifiers and spell save DCs. A coven member can't cast spells of a level

for which it doesn't personally have spell slots, even if using a higher level shared spell slot. A shared spell slot can be used, for instance, to cast a lower level spell at higher levels, but it can't be used to cast a spell normally too high-level for a spellcaster.

### COVEN SPELLCASTING

Spell Level	Spells
1st	<i>bane, hideous laughter</i>
2nd	<i>invisibility, ray of enfeeblement</i>
3rd	<i>bestow curse, counterspell</i>
4th	<i>banishment, polymorph</i>
5th	<i>contagion, scrying</i>

### DUAL HEX

When you cast a hex that targets one creature other than yourself, you can target two creatures instead. While both targets are under the effect of your hex, you gain the benefits of your Insidious Spell feature against each of them.

### FORCEFUL PERSONALITY

Your Charisma score increases by 2, and your maximum for this score increases to 22.

### POSSESSION

As an action, your body becomes immaterial, and your spirit dives into a Large or smaller creature you can see within 10 feet of you in an attempt to possess it. This target must make a Charisma saving throw. A creature with a challenge rating greater than your witch level automatically succeeds on this save. On a failed save, you disappear along with your equipment and the target becomes incapacitated and possessed; you gain control of its body but don't deprive the target of its awareness. While possessing the creature, you can't be targeted by any attack, spell, or other effect. You maintain your Intelligence, Wisdom, and Charisma and your alignment, but otherwise use the creature's statistics. You don't gain access to the target's knowledge, class features, or proficiencies.

For the purposes of spells and effects which can end possession, such as the spell *dispel evil and good*, you are treated as an Undead spirit and can be banished from the target, returning to your own body, which rematerializes within 5 feet of the target.

This possession lasts for 1 hour, or until the body drops to 0 hit points or you are forced out by a spell or other magical effect that ends possession.

Once you use this grand hex, you can't do so again until you finish a long rest.

**WAR HEX**

When you cast a hex that targets a single creature, you can use your bonus action to cast a cantrip targeting the same creature.

**WITCH'S BROOM**

You can use your action to enchant a nonmagical object—such as a broom, cauldron, or rug—to fly for you. You gain a flying speed of 60 feet while holding this item, as long as you aren't wearing medium or heavy armor, or wielding a shield. This object remains enchanted until you use this grand hex to enchant a different object.

**WITCH'S HUT**

You can perform a 24-hour ritual to enchant a structure that can fit within a 15-foot cube, animating it as a Huge object, as per the *animate objects* spell. The structure rises up on a pair of magical legs and follows your commands.

The entrance to the structure is linked to an extradimensional dwelling, as per the *magnificent mansion* spell. You can command the structure from inside this dwelling. If the structure is destroyed, the extradimensional dwelling is unharmed, but any creatures inside it are expelled into the unoccupied spaces nearest to the entrance.

As an action, you can teleport the structure to an unoccupied space you can see within 60 feet of you. Once you teleport the structure, you can't do so again until you finish a long rest.

You can repeat the 24-hour ritual to end the enchantment on your previous structure and enchant a new one.

**WITCH'S CRAFTS**

A witch's craft is distinct from a school of magic. Whereas magical schools seek to categorize spells, crafts are defined by the use of magic and seek to capture the essence of spells. There are dozens of varieties, from those practiced by covens in secret, to those plied in marketplace potion shops.

**Tea Magic**

Tea witches are among the calmest and friendliest of witches, radiating warmth and contentment despite their hideous faces and hollow souls. At their very worst, they can be cranky (if forced to drink their tea in a hurry), or twitchy (after too much tea), but even then, they are likely to look for peaceful solutions to their problems.

**TEA MAGIC SPELLS****Spell Level**   **Spells**

1st	<i>hideous laughter, sanctuary</i>
2nd	<i>augury, calm emotions</i>
3rd	<i>clairvoyance, sending</i>
4th	<i>divination, private sanctum</i>
5th	<i>legend lore, scrying</i>

**HEX: TASSEOGRAPHY**

Starting when you choose this craft at 3rd level, you can see glimpses of the future in your tea leaves. As an action, choose a friendly creature you can see within 60 feet of you, roll a d20, and record the number rolled. Until the end of your next turn, you can replace any attack roll, saving throw, or ability check made by the creature with this foretelling roll. You must choose to do so before the roll. Once you replace a roll in this way, this hex ends.

**TEA CEREMONY**

Also at 3rd level, you can magically conjure enough tea for you and your allies whenever you take a short or long rest. A creature who drinks this tea loses one additional level of exhaustion during that rest.

**SHAPES AND OMENS**

By 6th level, you can see deeper glimpses into the future through your tea leaves. When you finish a long rest, you can examine the shape of your tea leaves. The GM tells you a shape that hints at future events. For example, if you see a tower in your tea leaves, you might encounter a wizard on the following day. If you see a serpent, you might encounter a lair or a monster.

**HERBAL REMEDY**

At 10th level, you can cast the *greater restoration* spell without expending a spell slot or material components.

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

**INVIGORATE**

By 14th level, as a bonus action, you can give yourself or a friendly creature you can see within 5 feet of you a temporary rush of energy by drinking an energizing cup of tea. On the target's next turn, the target can take one additional action.

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

# WITCH SPELLS

Witches can learn spells from the following list when they gain certain levels in their class. Spells marked with an asterisk (\*) are new to this class.

## CANTRIPS (0 LEVEL)

Acid Splash  
 Chill Touch  
 Dancing Lights  
 Eldritch Orb \*  
 Hocuspocus \*  
 Mage Hand  
 Message  
 Minor Illusion  
 Minor Lifesteal \*  
 Prestidigitation  
 Produce Flame  
 Resistance  
 Spare the Dying  
 True Strike

## 1ST LEVEL

Accursed Act \*  
 Animal Friendship  
 Bane  
 Charm Person  
 Comprehend Languages  
 Detect Magic  
 Disguise Self  
 Expeditious Retreat  
 Faerie Fire  
 Flawed Reconstruction \*  
 Hideous Laughter  
 Hollowing Curse \*  
 Protection from Evil and Good  
 Psychedelics \*  
 Silent Image  
 Sleep  
 Speak with Animals  
 Thunderwave  
 Unseen Servant

## 2ND LEVEL

Animal Messenger  
 Blindness/Deafness  
 Calm Emotions  
 Curse Ward \*  
 Darkness  
 Detect Thoughts  
 Enthral  
 Hold Person  
 Intrusive Thought \*

Invisibility  
 Knock  
 Levitate  
 Locate Object  
 Misty Step  
 Protect Threshold \*  
 Ray of Enfeeblement  
 See Invisibility  
 Shatter  
 Spider Climb  
 Suggestion

## 3RD LEVEL

Bestow Curse  
 Clairvoyance  
 Counterspell  
 Curse of Blades \*  
 Dispel Magic  
 Fear  
 Fly  
 Hypnotic Pattern  
 Magic Circle  
 Major Image  
 Nondetection  
 Remove Curse  
 Ruby-Eye Curse \*  
 Sending  
 Slow  
 Speak with Dead  
 Speak with Plants  
 Stinking Cloud  
 Tongues

## 4TH LEVEL

Arcane Eye  
 Banishment  
 Black Tentacles  
 Compulsion  
 Confusion  
 Dimension Door  
 Dominate Beast  
 Greater Invisibility  
 Hallucinatory Terrain  
 Locate Creature  
 Phantasmal Killer  
 Polymorph

## 5TH LEVEL

Contagion  
 Dispel Evil and Good  
 Dominate Person  
 Dream  
 Geas  
 Hold Monster  
 Insect Plague  
 Mislead  
 Modify Memory  
 Pharaoh's Curse \*  
 Planar Binding  
 Scrying  
 Seeming  
 Telekinesis

## 6TH LEVEL

Corruption Curse \*  
 Demand \*  
 Elemental Curse \*  
 Eyebite  
 Flesh to Stone  
 Frenzy \*  
 Guards and Wards  
 Mass Suggestion  
 Programmed Illusion  
 True Seeing

## 7TH LEVEL

Etherealness  
 Mirage Arcane  
 Project Image  
 Plane Shift  
 Sequester  
 Symbol  
 Teleport

## 8TH LEVEL

Antipathy/Sympathy  
 Dominate Monster  
 Feeblemind  
 Glibness  
 Mind Blank  
 Power Word Stun

## 9TH LEVEL

Astral Projection  
 Foresight  
 Identity Curse \*  
 Imprisonment  
 True Polymorph  
 Weird

## SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

### ACCURSED ACT

*1st-level enchantment*

**CASTING TIME:** 1 action

**RANGE:** 60 feet

**COMPONENTS:** V, S, M (incense or a black candle)

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

Lighting a candle, you speak dark curses in a lost tongue, directed at one creature you can see within range. That creature must make a Wisdom saving throw or be cursed for the duration. While cursed, the creature takes psychic damage once per turn equal to 1d8 + your spellcasting ability modifier whenever it attacks or casts a spell. If the target doesn't attack or cast a spell on its turn, it can repeat their saving throw at the end of their turn, ending the effect on a success.

A *remove curse* spell ends this curse early.

**AT HIGHER LEVELS.** When you cast this spell using a spell slot of 2nd level or higher, you deal an additional 1d8 psychic damage for each slot level above 1st.

### CORRUPTION CURSE

*6th-level necromancy*

**CASTING TIME:** 1 action

**RANGE:** 60 feet

**COMPONENTS:** V, S

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

With a piercing glare and a sinister gesture, you send a ribbon of dark magic into a target's body. A creature you can see within range is cursed for the duration and suffers from one of the following effects of your choice while cursed:

**DULL REFLEXES.** The target has disadvantage on Dexterity checks and saving throws.

**FEEBLE FORTITUDE.** The target has disadvantage on Constitution saving throws and can't regain hit points.

**WEAK WILL.** The target has disadvantage on Wisdom saving throws as well as spell attack rolls.

A *remove curse* spell cast using a spell slot of 6th level or higher ends this curse early.

### CURSE OF BLADES

*3rd-level enchantment*

**CASTING TIME:** 1 action

**RANGE:** 60 feet

**COMPONENTS:** V, S

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

Unholy bands of black energy tie a creature to its weapon. Choose a creature you can see within range that is holding a weapon to make a Wisdom saving throw. On a failed save, the creature is cursed for the duration. A cursed target can't willingly drop or stow its weapon. Additionally, whenever it takes the Attack action on its turn, it makes one additional attack using its weapon targeting itself, against its own AC, dealing damage as normal on a hit.

A *remove curse* spell ends this curse early.

### CURSE WARD

*2nd-level abjuration*

**CASTING TIME:** 1 action

**RANGE:** Touch

**COMPONENTS:** V, S

**DURATION:** 1 hour

You reach out your hand and touch a willing creature within your reach, raising a smoke-like barrier around it. For the duration, the target has resistance to necrotic damage and can't be cursed, possessed, or targeted by a hex. Also, its maximum hit points can't be lowered. If the target is already affected by one of these effects, the effect is suspended until the spell ends.

### DEMAND

*6th-level enchantment*

**CASTING TIME:** 1 action

**RANGE:** Unlimited

**COMPONENTS:** V, S, M (a snake's tongue and a piece of copper wire)

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

You send a short message of twenty-five words or fewer to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance, and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

You can use this message to suggest a reasonable-sounding course of activity to the target, in which case the target must make a Wisdom saving throw or be compelled to follow your instructions for the duration, as per the *suggestion* spell.

### ELDRITCH ORB

*Evocation cantrip*

**CASTING TIME:** 1 action

**RANGE:** 60 feet

**COMPONENTS:** V, S

**DURATION:** Instantaneous

You fling a ball of eldritch energy at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 force damage, and each other creature within 5 feet of the target must make a Dexterity saving throw. On a failed save, a creature takes half as much damage.

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

### ELEMENTAL CURSE

*6th-level evocation*

**CASTING TIME:** 1 action

**RANGE:** Touch

**COMPONENTS:** V, S

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

A spark leaps from your finger to a creature you touch, spreading in bright cracks across its skin. The target must make a Constitution saving throw or be cursed for the duration. While cursed, the target has vulnerability to your choice of acid, cold, fire, lightning, or thunder damage. If the creature has resistance to the chosen damage type, it instead only loses that resistance. If the target has immunity to the chosen damage type, it is treated as having only resistance to that damage.

A *remove curse* spell ends this curse early.

### FLAWED RECONSTRUCTION

*1st-level transmutation*

**CASTING TIME:** 1 action

**RANGE:** Touch

**COMPONENTS:** V, S, M (a needle and thread)

**DURATION:** Instantaneous

You stitch together the wounds of a willing creature you touch, which regains 4d6 hit points. However, the mending is imperfect, and the target's hit point maximum is reduced by the same amount until it finishes a long rest. A creature that regains hit points due to this spell will be left with some permanent scars.

## WARNING FOR LOW-LEVEL CASTERS

The spell *flawed reconstruction* is a risk/reward healing spell, intended for spellcasters that don't usually have access to restorative magic. However, at lower levels, the damage it causes can outright kill characters! Be cautious when learning and casting this spell.

**AT HIGHER LEVELS.** When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d6 for each slot level above 1st.

### FRENZY

*6th-level enchantment*

**CASTING TIME:** 1 action

**RANGE:** 120 feet

**COMPONENTS:** V, S, M (a drop of fresh blood)

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

With a gesture, you reduce a crowd to base instinct and violence. Choose a point you can see within range. Each creature within 20 feet of that point must make a Wisdom saving throw. On a failed save, a creature is frenzied for the duration. When a creature is frenzied, it draws a melee weapon, if it has one.

A frenzied creature must use its action at the beginning of its turn to attack a creature within its reach. It uses a melee weapon, if it has one, or an improvised weapon or unarmed strike if it doesn't. If multiple targets are within the creature's reach, it chooses its target randomly. If there is no target within the creature's reach, it attacks itself, against its own AC, dealing damage as normal on a hit.

At the end of its turn, a frenzied creature can repeat its saving throw, ending the effect on itself early on a success.

### HOCUSPOCUS

*Conjuration cantrip*

**CASTING TIME:** 1 action

**RANGE:** 30 feet

**COMPONENTS:** V, S

**DURATION:** 1 minute

You conjure minor paranormal phenomena and other ominous effects. You create one of the following magical effects within range for 1 minute:

- You cause all candles, torches, and other open flames to darken and flicker.
- You create a quiet sound that originates from a point of your choice within range, such as ominous whispers, the drone of insects, or the sound of crying.

- You create up to four torch-sized spectral, glowing orbs, which float around within range. The orbs do not provide light, apart from a dim glow.
- You can chill or warm the air in a 10-foot cube by 10 degrees.
- You cause small, unattended objects to rattle or levitate an inch off the ground.

If you cast this spell multiple times, you can have up to three of its effects active at a time, and you can dismiss such an effect as an action.

### HOLLOWING CURSE

*1st-level necromancy*

**CASTING TIME:** 1 action

**RANGE:** 30 feet

**COMPONENTS:** V, S

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

Tendrils of black mist extend from your fingertips, latching onto a creature and draining its vitality. Choose a creature you can see within range to make a Dexterity saving throw. On a failed save, the target takes 2d6 necrotic damage and is cursed for up to one minute. On a successful save, the target takes half as much damage and is not cursed. While the target is cursed, you can use your action to deal 1d6 necrotic damage to it automatically. The curse ends early if you use your action to do anything else, if the target is ever outside the spell's range, or if the target has total cover from you. A *remove curse* spell also ends this curse.

**AT HIGHER LEVELS.** When you cast this spell using a spell slot of 2nd level or higher, the initial and secondary damage each increases by 1d6 for each slot level above 1st.

### IDENTITY CURSE

*9th-level enchantment*

**CASTING TIME:** 1 action

**RANGE:** Touch

**COMPONENTS:** V, S

**DURATION:** Until dispelled

You extend a finger to a creature's temple, who then forgets its own name. Choose one creature you can touch to make a Wisdom saving throw. On a failed save, the target falls unconscious for 1 hour and is cursed to forget its identity. When the target awakens, it loses all its personal memories, though the target retains all of its general knowledge, proficiencies, and other statistics. The target won't realize it has any class features or special abilities,

and so doesn't willingly make use of them. If left to its own devices, the target will quickly adopt a new name and begin to build a new identity.

A *remove curse* spell cast using a 9th-level spell slot ends this curse. When this curse ends, the target regains all its past memories.

### INTRUSIVE THOUGHT

*2nd-level enchantment*

**CASTING TIME:** 1 reaction, which you take when you see a creature within 60 feet of you taking an action

**RANGE:** 60 feet

**COMPONENTS:** V, S

**DURATION:** Instantaneous

As a reaction when a creature you can see within range uses its action to attack or takes the Dash, Dodge, or Disengage action, you can attempt to distort its thinking. The target makes a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, the creature takes an action of your choice from among those options, instead of the action it intended to take.

### MINOR LIFESTEAL

*Necromancy cantrip*

**CASTING TIME:** 1 action

**RANGE:** 60 feet

**COMPONENTS:** S

**DURATION:** Instantaneous

You drain life energy from a hostile creature you can see within range. The target must succeed on a Constitution saving throw or take 1d4 necrotic damage. You then gain temporary hit points equal to the amount of damage dealt, which last until you finish a long rest. This spell has no effect on Undead or Constructs.

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

### PHARAOH'S CURSE

*5th-level necromancy*

**CASTING TIME:** 1 action

**RANGE:** 10 feet

**COMPONENTS:** V, S

**DURATION:** Until dispelled

Opening your palm, you release a puff of dust, the pestilence of mummy rot. Choose one creature within range to make a Constitution saving throw.



On a failed save, the target is cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 3d6 for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust.

The curse lasts until removed by a spell or magical effect that cures mummy rot. A *remove curse* spell cast using a spell slot of 5th level or higher also ends this spell.

**PROTECT THRESHOLD**

*2nd-level abjuration (ritual)*

**CASTING TIME:** 1 action

**RANGE:** Touch

**COMPONENTS:** V, S, M (an ounce of salt for each foot of the warded portal's perimeter)

**DURATION:** 10 minutes

Tracing arcane sigils along its boundary, you can ward a doorway, window, or other portal from entry. For the duration, an invisible eldritch creature stalks the warded portal. Any creature that attempts to pass through the portal must make a Wisdom saving throw or take 4d6 psychic damage, or half as much on a successful save.

**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.

**PSYCHEDELICS**

*1st-level illusion*

**CASTING TIME:** 1 action

**RANGE:** Self (60-foot radius)

**COMPONENTS:** V, S, M (a mushroom)

**DURATION:** 1 round

For a moment, the colors around you shift in a rainbow swirl, before coming to rest far from their original hues. Each creature you choose within range must make a Dexterity saving throw. On a failed save, a creature has disadvantage on attack rolls until the end of its next turn. Additionally, the colors of all creatures and objects you choose within range change randomly and remain brightly and unnaturally colored for 1 hour.

**RUBY-EYE CURSE**

*3rd-level necromancy*

**CASTING TIME:** 1 action

**RANGE:** Touch

**COMPONENTS:** V, S

**DURATION:** Concentration, up to 10 minutes

A red haze clouds the eyes of a creature that meets your gaze. Choose one creature you can see within range to make a Constitution saving throw. On a failed save, the creature is cursed for the duration. A cursed target can see normally out to 5 feet, but is blind beyond this radius.

A *remove curse* spell ends this curse early.



## FAMILIARS

Sorcerers, wizards, warlocks, and most of all witches, are inseparable from their familiars. Their second set of eyes and willing set of claws makes them indispensable for any good spellcaster. While many spellcasters opt to summon inconspicuous familiars, like cats, frogs, and owls, even more gather their focus while conjuring to bring forth creatures from the farthest reaches of the multiverse or to bestow sentience on an inanimate object.

### Fright

Hauntings can often be attributed to the usual spectral suspects: ghosts, specters, shadows, and poltergeists. But benign hauntings, where a restless spirit merely plays tricks on the living, are usually caused by a fright. These spirits tend to be the artifacts of children or entertainers, clinging to the

## FRIGHT

SMALL UNDEAD, TYPICALLY CHAOTIC NEUTRAL

**ARMOR CLASS** 12

**HIT POINTS** 21 (6d6)

**SPEED** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	10 (+0)	9 (-1)	14 (+2)

**DAMAGE RESISTANCES** acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**DAMAGE IMMUNITIES** poison

**CONDITION IMMUNITIES** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**SENSES** darkvision 60 ft., passive Perception 9

**LANGUAGES** understands all languages it knew in life but can't speak

**CHALLENGE**

1 (200 XP)

**PB**

+2

**INCORPOREAL MOVEMENT.** The fright can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

### ACTIONS

**LIFE DRAIN.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



## GREP

TINY MONSTROSITY, TYPICALLY NEUTRAL

**ARMOR CLASS** 15 (natural armor)

**HIT POINTS** 19 (6d4 + 4)

**SPEED** 15 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	13 (+1)	13 (+1)	15 (+2)	10 (+0)

**SKILLS** Perception +4, Sleight of Hand +6, Stealth +6

**CONDITION IMMUNITIES** poisoned

**SENSES** darkvision 60 ft., passive Perception 14

**LANGUAGES** understands Common and Undercommon but can't speak

**CHALLENGE**

1 (200 XP)

**PB**

+2

**AMBUSHER.** The grep has advantage on attack rolls against any creature it has surprised.

**KEEN HEARING AND SMELL.** The grep has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**MIMICRY.** The grep can mimic animal sounds and Humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

### ACTIONS

**CLAW.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

afterlife for company and a semblance of affection, and are as such preoccupied with fun. They never willingly harm others when they haunt a house, and they will serve any master that conjures them, if only for the sake of inclusion.

## Grep

A grep is an underground scavenger, known for using its keen vision, acute hearing, and silent flight to trick and steal from travelers, hoarding its possessions in well-hidden troves. Arcanists use greps as messengers and scouts, but they excel

as retrievers; a grep can be given the name of an important object and sent to find it, returning a short time later with its prize.

## Pet Rock

Widely considered to be the perfect familiar, requiring no food or water and possessing extremely high natural defenses, a pet rock can be conjured by most spellcasters. Though it doesn't act with any agility (indeed, it doesn't move at all), it can make a formidable weapon when thrown.



### PET ROCK

TINY ELEMENTAL, UNALIGNED

**ARMOR CLASS** 15 (natural armor)  
**HIT POINTS** 5 (1d4 + 3)  
**SPEED** 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	16 (+3)	1 (-5)	5 (-3)	1 (-5)

**DAMAGE VULNERABILITY** thunder  
**DAMAGE RESISTANCES** fire, lightning, radiant; bludgeoning, piercing, and slashing from nonmagical attacks  
**DAMAGE IMMUNITIES** necrotic, poison, psychic  
**CONDITION IMMUNITIES** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, unconscious  
**SENSES** passive Perception 7  
**LANGUAGES** —

**CHALLENGE**  
 0 (10 XP)

**PB**  
 +2

**FALSE APPEARANCE.** The pet rock is indistinguishable from an ordinary rock with a face drawn on it.

**JUST A ROCK.** The pet rock counts as an object for the purposes of spells and magical effects. Additionally, the rock can't take actions that aren't specified in its statistics, and its speed can't be increased.

# CREDITS

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