Class

The Witch



Many Isles

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Level	Prof. Bonus	Bonds	Features	Cantrips	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	-	Spellcasting, Quickening	3	4	2	-	-	-	-	-	-	-	-
2nd	+2	1	Covenant, Binding Rites	3	5	3	-	-	-	-	-	-	-	-
3rd	+2	1	Spirit Ward, Find Familiar	3	6	4	2	-	-	-	-	-	-	-
4th	+2	1	Ability Score Improvement	4	7	4	3	-	-	-	-	-	-	-
5th	+3	1	-	4	8	4	3	2	-	-	-	-	-	-
6th	+3	2	Covenant Feature	4	9	4	3	3	-	-	-	-	-	-
7th	+3	2	Spiritual Spellcasting	4	10	4	3	3	1	-	-	-	-	-
8th	+3	2	Ability Score Improvement	4	10	4	3	3	2	-	-	-	-	-
9th	+4	2	-	4	11	4	3	3	3	1	-	-	-	-
10th	+4	3	Covenant Feature	5	11	4	3	3	3	2	-	-	-	-
11th	+4	3	Channel Spell	5	12	4	3	3	3	2	1	-	-	-
12th	+4	3	Ability Score Improvement	5	12	4	3	3	3	2	1	-	-	-
13th	+5	3	-	5	13	4	3	3	3	2	1	1	-	-
14th	+5	4	Covenant Feature	5	13	4	3	3	3	2	1	1	-	-
15th	+5	4	Strength of Spirit	5	14	4	3	3	3	2	1	1	1	-
16th	+5	4	Ability Score Improvement	5	14	4	3	3	3	2	1	1	1	-
17th	+6	5	-	5	15	4	3	3	3	2	1	1	1	1
18th	+6	5	Familiar Spirit	5	15	4	3	3	3	3	1	1	1	1
19th	+6	5	Ability Score Improvement	5	15	4	3	3	3	3	2	1	1	1
20th	+6	5	Ghostly Step	5	15	4	3	3	3	3	2	2	1	1

A tattooed elf, veiled and cloaked, draws her obsidian dagger across the sand, calling forth from the lines a ghostly apparition to help her and her allies find their way. A trio of gnome hermits gather among candles and incense, chanting words of power to bait spirits from the shadows. The bejeweled human, dressed in exotic garb and golden chains, bellows a spell which echoes with the voices of an army of lost souls, a fiendish glint in her eyes as blood drips from her palm.

Unlike shamans who pray to the spirits of nature, witches bind the transient souls of intelligent beings lost between the realm of the living and the beyond. As a witch, you learn to summon these souls and bind them to your will, gaining protection from them as well as the power to debilitate your enemies. As you attain higher levels, the covenant you choose to live by grants you further abilities which extend the utility and power of these bonds in different ways.

The Power of the Spirit

Witches may or may not have a level of respect for the spirits they bind, though one could say they should. Some witches tap into the residual energies of long-departed souls, while others use extant spiritual beings as conduits for their spellcasting.

Either way and whether or not they wish, witches bind part of their own soul to those that surround them.

Witch spells mostly deal with manipulation of spiritual energies (both living and dead) and protections against the beings which supply those energies. As part of their connection to the spiritual world, they are also privy to information and secrets normally not meant for mortal minds. As such, witches are often powerful abjurers.

Bonds of the Soul

Witches acknowledge that there is a spiritual connection between all things – forces that inexplicably and randomly bind beings and happenings together in a shared fate or destiny, a permutation of the Weave. They see other witches as brothers and sisters, and other classes as close cousins. As a consequence, witches are often fond of forming alliances. One kind of alliance is the coven that a witch belongs to.

The covenant that a witch joins is the manifestation of a philosophy regarding the nature of spirits. Some, like the covenant of unity, believe in a supreme energy that extends beyond the physical world, weaving together magic and the collective conscience of all living things. Others, from the covenant of blood for example, believe in a more intimate connection between the physical world and the other side.



Credit: Kyounghwan Kim

Creating a Witch

When making a wtich, think of the motivation that led them to learn their spiritual ways. Maybe their natal area is fond of spirits and witches were looked upon with respect, or you've been a very superstitious creature without belief in the supreme beings of gods, but in the life around you.

Quick Build

You can make a Witch quickly by following this suggestion. Wisdom should be your highest ability score, followed by Heroism or Constitution.

Class Features

As a Witch, you gain the following class features.

Proficiencies

Armor: Light armor
Weapons: Simple weapons
Tools: Herbalism kit

Saving Throws: Wisdom, Heroism
Skills: Choose two from Animal Handling, Arcana, Bravery, Insight, Intimidation, Medicine, Nature, Performance and Persuasion.

Equipment

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

- (a) a light crossbow and 20 bolts or (b) a simple weapon.
- (a) a component pouch or (b) an amulet used as spell focus
- (a) a priest's pack or (b) a scholar's pack
- a simple weapon and two daggers

Spellcasting

Your contact with the spirit world and intuitive knowledge of the Weave sustaining it grants you the knowledge of magic. For general rules on spellcasting, see the Starter Guide. Find all spells on the Many Isles website.

Cantrips

At 1st level, you know three cantrips of your choice from the witch spell list, which you can generate on the Many Isles website. You learn additional witch cantrips of your choice at higher levels, as shown in the Cantrips 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 above. To cast one of these witch spells, you must expend a spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known

You know four 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

Wisdom is your spellcasting ability for your witch spells. 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

Ceremonial Casting

You may cast any spell you know that has the Ceremony tag as a ceremony. See the Starter Guide for more information.

Spellcasting Focus

You can use an amulet as your spellcasting focus. Alternatively, choose an item that would fit your character.

Quickening

At 1st level, you gain the ability to enter a trance known as the witch's quickening. Entering the trance requires a bonus action and allows you to see into the Ethereal Plane up to 60 feet for up to one minute. You also gain insight into the emotional energy surrounding you, letting you know if and what spiritual creatures are within 60 feet, as well as granting you advantage to Wisdom (Insight) checks for the duration. Finally, while in your quickening, if you cast a spell that deals necrotic damage, you can substitute it with psychic damage instead. You may use this ability a number of times equal to your Heroism modifier. You regain any expended uses when you finish a long rest.

Covenant

At 2nd level you commit yourself to a spiritual philosophy known as a witch's covenant: the Covenant of Blood, the Covenant of Charm, the Covenant of Ruin, the Covenant of Shadows, or the Covenant of Unity, detailed below. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Binding Rites

At 2nd level you can bind spirits to your service, taking 10 minutes of uninterrupted activity. During this time, the witch enacts the rite of binding depending on which philosophy the witch belongs to. A blood witch might utilize a bone fragment to bind the spirit, while a shadow witch might bargain with the summoned spirit, exchanging a secret for the spirit's service.

When you choose a spirit to bind from the list at the end of this class description, you fill one of your available spell slots with the spirit. The spell slot used is no longer available for casting spells, and it remains unavailable for as long as the spirit filling it remains bound to you. The spirit'a level is equal to the spell slot filled to bind it.

Depending on the type of spirit bound, you gain certain benefits while it is bound and an additional effect when you release the spirit, as detailed in the Spirits section below.

Releasing a spirit requires a bonus action, although some spirits allow release as a reaction. Once a spirit has been released, it no longer provides its passive effect and the spell slot it occupied is considered expended.

A witch may exchange any spirit they have bound by performing the ritual as described above, occupying the same spell slot.

Spirits remain bound over the course of long rests, and when the wich is unconscious. However, if you die, all spirits are unbound simultaneously, each triggering their release effect. If you would have to make an active decision in their release, that part of their release does not occur.

Spirit Ward

At 3rd level, you learn a rite that offers protection against spirits who wish you or your allies harm. As an action, you can create a spirit ward with a radius of 30 feet, centered on you. The ward lasts 1 minute and is stationary. While inside the ward, friendly creatures (yourself included) cannot be charmed, frightened, or possessed and have resistance to all damage from incorporeal sources. Additionally, if a friendly creature is reduced to 0 hit points within the ward but is not killed outright, the creature becomes stable.

You can use this feature 3 times. You regain expended uses when you finish a long rest. When you reach 9th level, you regain expended uses when you finish a short or long rest.

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. You can't increase an ability score above 20 using this feature.

Alternatively, you can gain a feat.



Find Familiar

Starting at 3rd level, you are able to magically summon a familiar to your side.

After completing a 1 hour ritual, you summon an animal that takes the form of a bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. It has the statistics of that chosen form.

It obeys your orders but acts on its own initiative. Additionally, it can telepathically communicate with you while within 30 feet of you. You cannot have more than one familiar alive at the same time.

You may also gain familiars through other means; any beast that is on friendly relations with you may count as familiar, at the DM's discretion. This includes wild animals and beasts created from spells such as *Loyal Compagnon*.

Spiritual Spellcasting

At 7th level you may call upon the spirits you have bound to help you cast your spells. You may dismiss a spirit as a bonus action to recover a spell slot of a level equal to that of the spirit's. The release effect of the spirit you dismissed is not activated when you use this feature.

Channel Spell

Beginning at 11th level, damage you deal with spells of 1st level or higher ignore the damage resistances of undead and creatures on the Ethereal Plane.

Strength of Spirit

At 15th level, you learn to sap additional fortitude from the spirits you bind. When you finish a long rest, you gain temporary hit points equal to 5 times the highest level spirit you have bound.

Familiar Spirit

Starting at 18th level, when you use your feature Find Familiar, or if you already have a familiar, you can awaken spiritual energy within the animal as part of an additional ritual taking 10 minutes. Once complete, you choose one spirit from the list at the end of the class description. Its level is equal to your Wisdom modifier. It is now incorporated into your familiar, and does not occupy a spell slot.

Your familiar provides you with the spirit's passive effect as long as your familiar is within 100 feet of you. If the familiar dies, the spirit you initially chose produces its release effect if you can see any valid targets within range of the familiar when it dies.

Ghostly Step

At 20th level you gain the ability to enter the spirit realm as a bonus action by projecting part of yourself beyond the material plane. You and your belongings become invisible and incorporeal for up to 1 minute. You are in the Weave, and may be affected there.

During this time, you may move at your normal speed and may pass through solid objects. You may rematerialize in your present location as a bonus action. If you choose to maintain this form until the duration expires and you are in a location occupied by a creature or solid object, you are shunted to the nearest unoccupied space and take force damage equal to twice the number of feet you are moved as a result. Once you use this feature, you must finish a long rest before you can use it again.

Covenants

The covenant that a witch swears to at 2nd level relates to her personal philosophy on spirits. When entering a covenant, the witch joins other likeminded witches and is granted abilities which align with these core philosophies. Though witches of different covenants may hold similar opinions of spirits, it is important to think on how each covenant's teachings shape your character's attitudes towards the binding and utilization of spirits.

Each covenant has a list of spells that you gain at the witch levels noted in the covenant description. Once you gain a spell from the list, you always have it prepared, and it doesn't count against the number of spells known. If a covenant spell doesn't appear on the witch spell list, the spell is nonetheless a witch spell for you. You only have access to these spells so long as you have a familiar.

Covenant of Blood

Witches of the Covenant of Blood believe in strong connections between the physical world and the spiritual one. Spirits are connected to the physical world through objects. This knowledge allows a witch to bind spirits to their power more easily — as long as they know a bit about the spirit.

Though not always, witches from the covenant of blood tend to dominate the spirits under their control. They generally take care to leave spirits intact and in a state no worse than before they were bound, but nevertheless are capable of using a spirit's weaknesses against them, taking advantage of their connections to the physical world in order to gain power over them.

As long as you have a familiar, you may also add the following spells to your spells known list.

Covenant of Blood Familiar Spells

Witch Level	Spells
3rd	*Hold Person, Track Undead*
5th	*Remove Curse, Vampiric Touch*
7th	*Locate Creature, Soul Ravage*
9th	*Antilife Shell, Greater Restoration*

Awaken the Blood

Beginning at 2nd level, when you release a spirit, you can use the energy from the spiritual bonds to repair corporeal bodies. When you release a spirit, you or a creature of your choice you touch regain hit points equal to 3 times the level of the spirit.

Targeted Magic

At 6th level, you gain the power to cast spells on targets over vast distances beyond what the spell may ordinarily allow. If you have an article (blood, hair, clothing) from a creature on the same plane of existence, your spells of 5th level or lower that target only one creature may target that creature. When you cast a spell that affects a creature this way, the article you have from the target is consumed. Any spell you cast in this way gains the Tilemeta (Discernation) college.

Steal Soul

At 10th level, if a living creature dies within 30 feet of you, you may bind its soul as a reaction. You bind a spirit type of your choice to an unused spell slot. This binding expires after 24 hours or whenever you use this ability again. The creature who provided the soul cannot be resurrected by any means short of a true resurrection or wish spell, in which case you lose the spirit. Once you use this feature, you must finish a long rest before you can use it again.

Call Forth the Flesh

At 14th level, you gain the ability to force ethereal and incorporeal creatures into the material plane as an action, and bind them to a corporeal form. Any such creatures within 60 feet of you must succeed at a Constitution saving throw or lose its incorporeal movement trait and its immunities to being grappled, paralyzed, petrified, prone, and restrained for 1 minute. Alternatively, you can use this feature to to cast *Revivify* once without expending a spell slot or material components. Once you use this feature, you must finish a long rest before you can use it again.



Covenant of Charm

Witches of the Covenant of Charm tap deep into the emotions which govern lingering spirits' behaviours. They use these emotions as signposts and guides to manipulate the desires and shape the aspirations of the living. They believe that although spirits are echoes of the past, they hold the key to individual futures. By harnessing the raw emotional energy of the beyond, one can gain absolute control over the hearts and minds of those around them.

Witches of this philosophy vary in their treatment of spirits. Some befriend and learn from the spirits they bind, using that knowledge to further their own ends. Others take only cursory notice of the spirits they enslave – an attitude that often carries over into their living interactions, manipulating and charming those they will, without any true regard for the desires of those they meet.

As long as you have a familiar, you may also add the following spells to your spells known list.

Covenant of Charm Familiar Spells

Witch Level	Spells
3rd	*Loyal Compagnon, Suggestion*
5th	*Clairvoyance, Shroud of Insanity*
7th	*Charm Monster, Greater Invisibility*
9th	*Discharge, Forbiddance*

In Perfect Trust

At 2nd level, you have grown attuned to the hearts and minds of those around you. While in your quickening, you may add your proficiency bonus to Deception and Persuasion checks, or twice your proficiency bonus if you are already proficient.

In addition, during your quickening, you gain the ability to peer into the heart of a creature within 60 feet of you. You may use an action to force the target to make a Wisdom saving throw against your spell save DC. If it fails, you gain insight into its emotional state and something that is currently influencing this state such as something it worries over, desires, loves, or hates. If the target succeeds on its saving throw, nothing happens. The target does not become aware of the intrusion. Constructs and creatures immune to being charmed are not affected.

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

Spirit Token

At 6th level you may tie one of your spirits you already have bound to a small object as an action. The spirit still counts towards your maximum bonds while attached to the object. When you create a token, you also choose a recipient to whom the token bears significance. As long as the recipient is in possession of the token, the spirit provides its passive effect as though the spirit were bound by the recipient (even if the holder of the token is not a witch). In either case, the magic holding the spirit to the object expires after 24 hours when it returns to your control. If the token is returned to you, you can break this magic sooner as a bonus action, regaining use of the spirit.

The spirit occupies a spell slot as normal, and you may release it as normal from the object. Additionally, while the spirit remains in the object, a distinct connection can be spotted in the Weave between you and the object.

Of One Heart

Beginning at 10th level, foes charmed by you are also considered charmed by your allies. Additionally, whenever you trigger a spirit's release effect, allies within 60 feet of you may damage charmed foes until the end of their next turn without breaking the charm.

Crux of Desire

At 14th level, your spells and spirits which can charm creatures affect those with immunity to being charmed. These creatures instead gain advantage on all saving throws to resist or break free of the effect. In addition, you are immune to being charmed.

Covenant of Ruin

The Covenant of Ruin has less respect for spirits than any others. Witches who bind these spirits utilize their magic to torture and pressure them in order to extract power. Their philosophy revolves around invoking ruin and causing as much damage as possible.

Though good witches of this covenant are rare, they are not unknown. Good witches who share this covenant's ideology typically aim to bind evil spirits, turning these beings into weapons for good against their will (though this can hardly be considered to be completely benign). These witches often claim this is for the greater good — using evil to combat evil.

As long as you have a familiar, you may also add the following spells to your spells known list.

Covenant of Ruin Familiar Spells

Witch Level	Spells
3rd	*Blood Boil, Wound*
5th	*Banshee's Wail, Shroud of Insanity*
7th	*Blight, Ice Storm*
9th	*Forbiddance, Infernal Calling*

Doom

Beginning when you choose this covenant at 2nd level, hostile creatures who are the target of any of your spirits' release effects have disadvantage on the next ability check, attack roll, or saving throw they make in the next 10 minutes.

Devastating Release

At 6th level, spirits you release erupt with energy as their bonds are broken, causing harm to those around you. When you release a spirit, hostile creatures within 30 feet of you are dealt 1d6 points of psychic damage per level of the spirit. Those who take damage hear wails and screams as the spirit is released, and feel a rush of sorrow and discomfort.

Ruinous Ward

Beginning at 10th level, the Spirit Wards you create are accompanied by spiritual dissonance which can strain and break the weak of soul. When a creature starts its turn in your Spirit Ward, you can choose for the ward to deal 1d6 psychic damage to the creature (no action required by you).

Rite of Exorcism

At 14th level, you can attempt to exorcise a living creature's soul as an action. If a creature within 30 feet fails a Heroism save against your spell save DC, it takes 5d6 psychic damage and 5d6 necrotic damage as their soul is torn from their body, and they are stunned until the end of your next turn. On a successful save the creature takes half damage and is not stunned. Once you use this feature, you must finish a short or long rest before you can use it again.

Alternatively, you gain the Exorcist feat as described in the Handbook of Dark Secrets and may additionally attempt to exorcise a soul out of its own body.

Covenant of Shadows

The Covenant of Shadows subscribes to the belief that everything that exists, both physically and metaphysically, is like a shadow cast by that which came before it. Shadows are windows into worlds beyond the material plane — as one world becomes dimmer, others become brighter and easier to see by comparison.

There is reason to be wary of the dark. Witches from this covenant are more cautious dealing with spirits. They know that dangers lurk in the shadows, and they are careful with their dealings lest the spirits they bind show their dark side.

As long as you have a familiar, you may also add the following spells to your spells known list.

Covenant of Shadows Familiar Spells

Witch Level	Spells
3rd	*Darkness, Misty Step*
5th	*Invisibility, Make Bad*
7th	*Dimension Door, Greater Invisibility*
9th	*Danse Macabre, Unseen Thinker*

Eyes of the Shadows

You can use the spirits which dwell in the darkness to see. Beginning at 2nd level, you can see in magical and nonmagical darkness up to 120 feet as long as you have at least 1 spirit bound, and you have advantage on Wisdom (Perception) checks made in dim light or darkness.

Blinding Shackles

At 6th level, hostile targets that are affected by any of your spirits' release effects must make a Constitution saving throw or be blinded for one round per level of the spirit released. This ability cannot affect creatures who do not use light to see.

Dark Mimicry

Beginning at 10th level, as long as you have at least one spirit bound, you may call upon the movements of nearby shadows to replace the somatic components of your spells. Alternatively, the ghostly whispers of your bound spirit may replace the verbal components of your spells. You cannot use this feature to ignore a Somatic and Verbal component simultaneously.

Additionally, when you are hidden from a creature and cast a spell, casting the spell doesn't reveal your position.

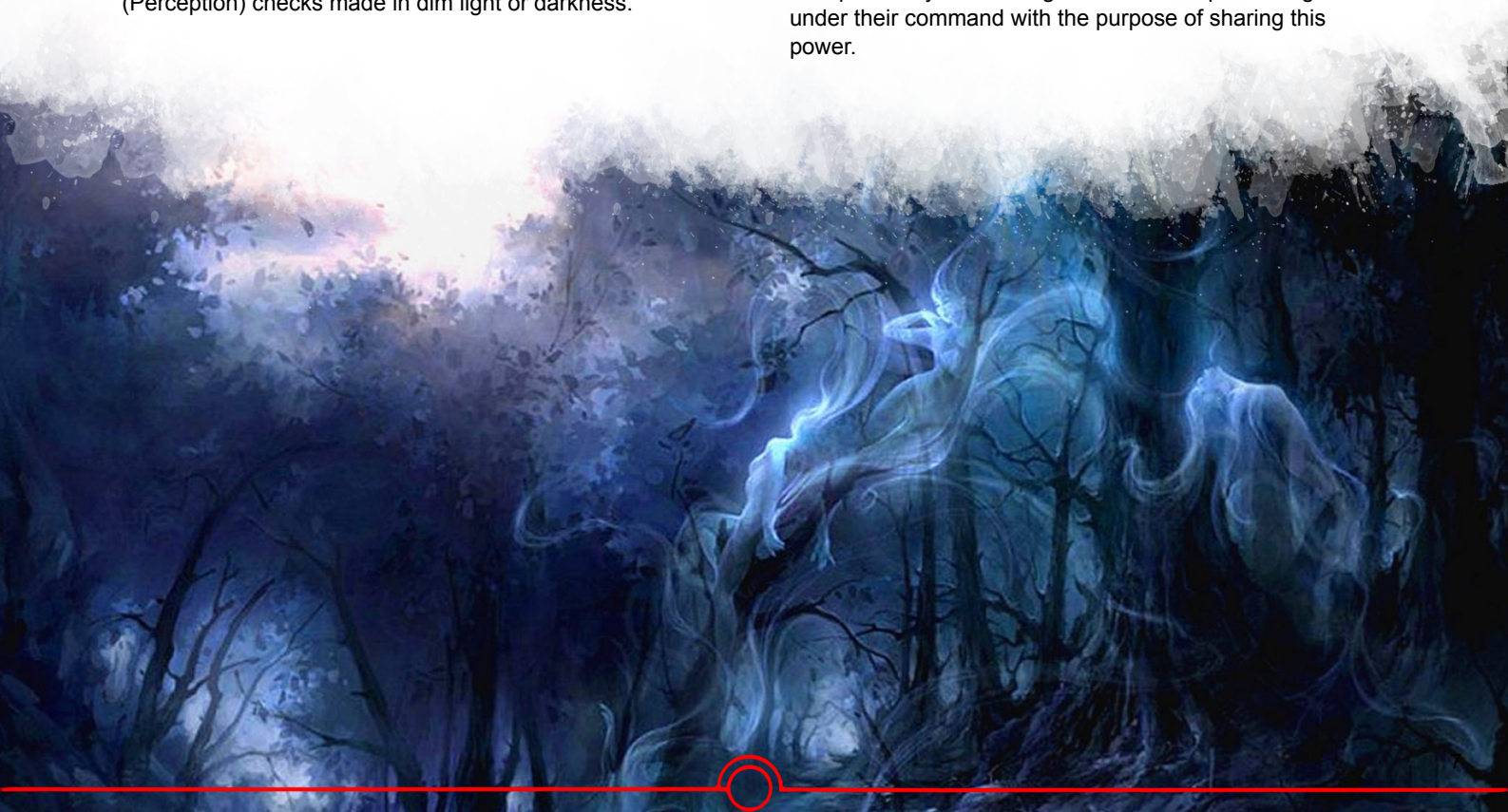
Haunting Shades

Beginning at 14th level, when you release a spirit that targets a hostile creature, you may choose for the spirit to haunt that creature for up to 1 minute, requiring your concentration as if concentrating on a spell. The passive effect of the spirit continues but uses the haunted creature as the origin. The passive effect otherwise treats you as the owner. When the minute expires or you lose concentration, the spirit's release effect activates again. Once you use this feature, you must finish a long rest before you can use it again.

Covenant of Unity

The Covenant of Unity follows the philosophy that all spiritual entities are connected by a collective consciousness. They use this knowledge to surmount power over the spiritual realm itself. In other words, these witches gain their abilities by harnessing the secrets which govern the very basis of spiritual existence, rather than focusing on the relationships between the metaphysical and the material world.

The Covenant of Unity is perhaps a little more sympathetic to the spirits these witches bind. Witches of this covenant tend to see spirits more as allies. They trust the spirits they bind enough to allow their power to grow under their command with the purpose of sharing this power.



As long as you have a familiar, you may also add the following spells to your spells known list.

Covenant of Unity Familiar Spells

Witch Level	Spells
3rd	*Barkskin, Loyal Compagnon*
5th	*Cause Disease, Propel*
7th	*Itch, Shield of Bones*
9th	*Greater Restoration, Unseen Thinker*

Spirit Link

You can link yourself to the souls of others through the Weave, gaining knowledge of them. Beginning at 2nd level, while in your quickening, you can use your action to learn all conditions currently afflicting a creature you can see, as well as the school of magic of any spell or spells currently affecting it.

Forceful Presence

When you reach 6th level, you can retain control over a spirit after it produces its release effect so that it remains bound and ready to be released again.

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

Powerful Bonds

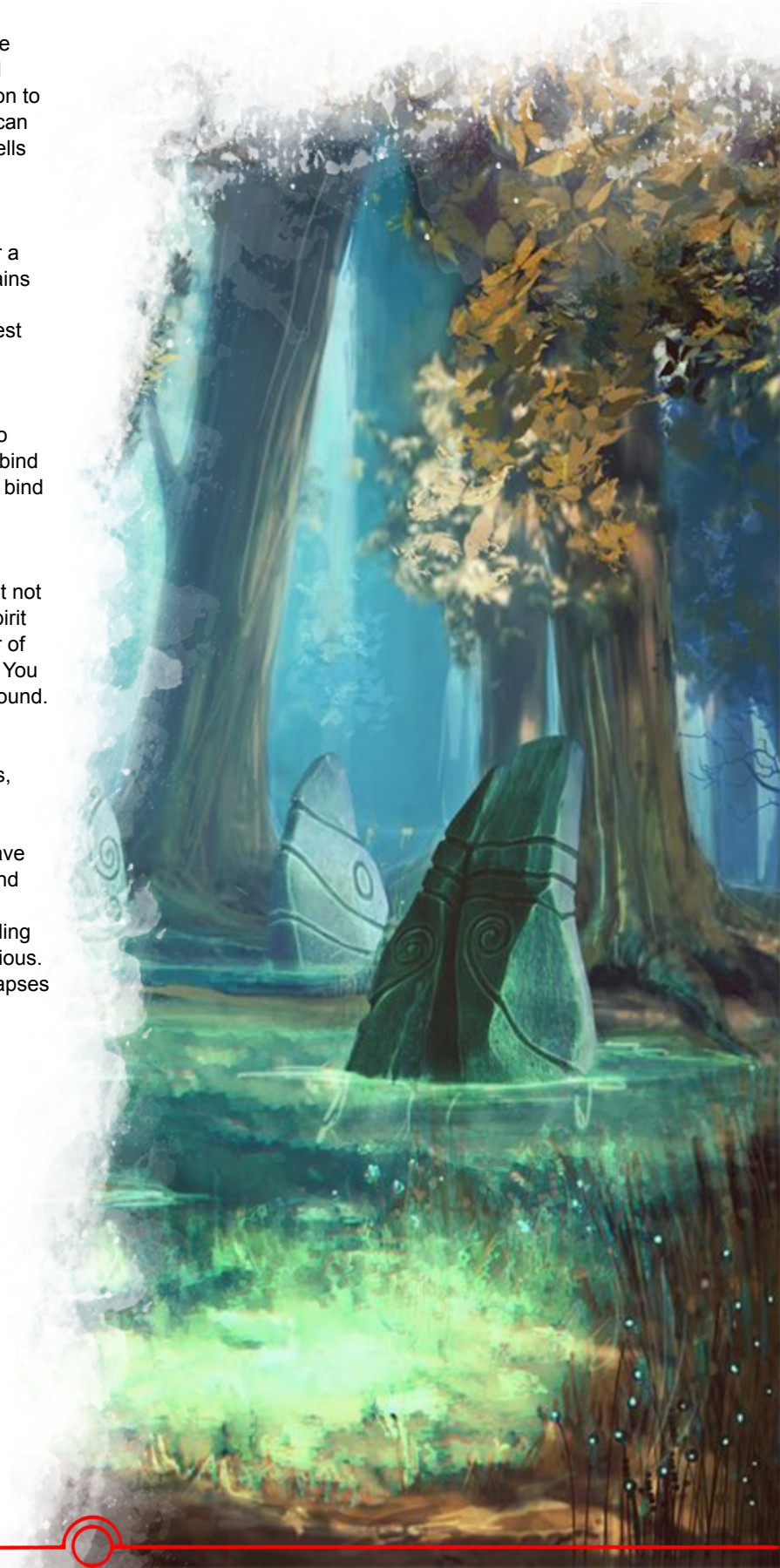
At 10th level, your body and soul develop the ability to contain more powerful spirits. The level of spirits you bind are considered 1 higher than the spell slot you use to bind them.

Pale Host

At 14th level, when you are reduced to 0 hit points but not killed outright, your body becomes possessed by a spirit you control and you may continue to act for a number of rounds equal to the level of your most powerful spirit. You cannot use this ability if you do not have any spirits bound. During this time, your hit points remain at 0 and you continue to make death saving throws.

Onlookers notice a strangeness in your movements, eyes, and voice while you remain possessed. While possessed, you can use your action on your turn to activate the release power of one of the spirits you have bound and have it remain bound. This does not expend any uses of the Forceful Presence ability.

Should you be healed under the possession (including by yourself), you awaken from the possession, conscious. Otherwise, when the duration expires, your body collapses as your soul departs, freeing all bound spirits.



Spirits

Witches may bind various spirits to different effects. You may only bind one type of spirit at a time.

Agony

In the presence of a spirit of Agony, foes' wounds continue to bleed and fires continue to burn. While Agony is bound, for every damage die you roll that shows a 1, you may treat the roll as the maximum possible number for that die. You may affect a number of dice in a single attack up to the level of the spirit.

Release. You may release Agony as part of any attack or spell which deals damage. In addition to the damage, you may roll an extra number of equivalent dice equal to the level of the spirit. If the attack or spell uses more than one type of die, choose the largest. This extra damage is psychic damage. Additionally, all 1s are treated as the maximum value for each die.

Desire

Spirits of Desire impress your will onto others and enhance existing desires. Friendly and charmed creatures within 30 feet of you have disadvantage on Wisdom saving throws against your spells. Once an affected creature succeeds on a Wisdom saving throw against one of your spells, that creature is immune to this spirit's passive effect for 24 hours.

Release. When you release this spirit as a bonus action, a number of creatures within 30 feet up to the spirit level become charmed if they fail a Wisdom saving throw against your spell save DC. This effect lasts for one minute. The effect ends prematurely if the creature takes damage. The spirit's level also determines what kind of creatures can be charmed. At 3rd level and below, only humanoids and animals can be affected. At 4th level and above, all creatures can be affected that can feel this emotion.

Empathy

Spirits of Empathy force your enemies to share your pain. While Empathy is bound, whenever you are dealt damage, you may use your reaction to deal a creature you can see psychic damage equal half your witch level plus the level of this spirit.

Release. You can release Empathy as a reaction when you or an ally within 30 feet of you takes damage from a creature. The creature is dealt psychic damage equal to three times the spirit's level.

Envy

Spirits of Envy take from others what they covet for themselves – life. Whenever you deal damage to a hostile creature while Envy is bound, you regain hit points equal to the spirit's level. You may only gain hit points in this way once per turn.

Release. You may release Envy as a bonus action to grant yourself or an ally within 30 feet of you temporary hit points equal to 3 times the spirit level. As long as these temporary hit points remain, enemies within 30 feet of the target have disadvantage on attack rolls against creatures other than the affected creature.

Fear

Spirits of Fear bring nightmares to life. While Fear is bound, you gain proficiency in Intimidation checks, or add twice your proficiency bonus if you already are proficient. In addition, attacks made against you by creatures that can see you have disadvantage. Once a foe has rolled against you with disadvantage and hits, it can no longer be affected by this passive ability for 24 hours.

Release. When Fear is released from its bonds as a bonus action, a number of creatures of your choice equal to the spirit's level within 30 feet of you must make a Heroism save or be frightened of you for 1 minute. An affected creature must make a Wisdom saving throw at the start of each of its turns. On a successful save, the condition ends.

Generosity

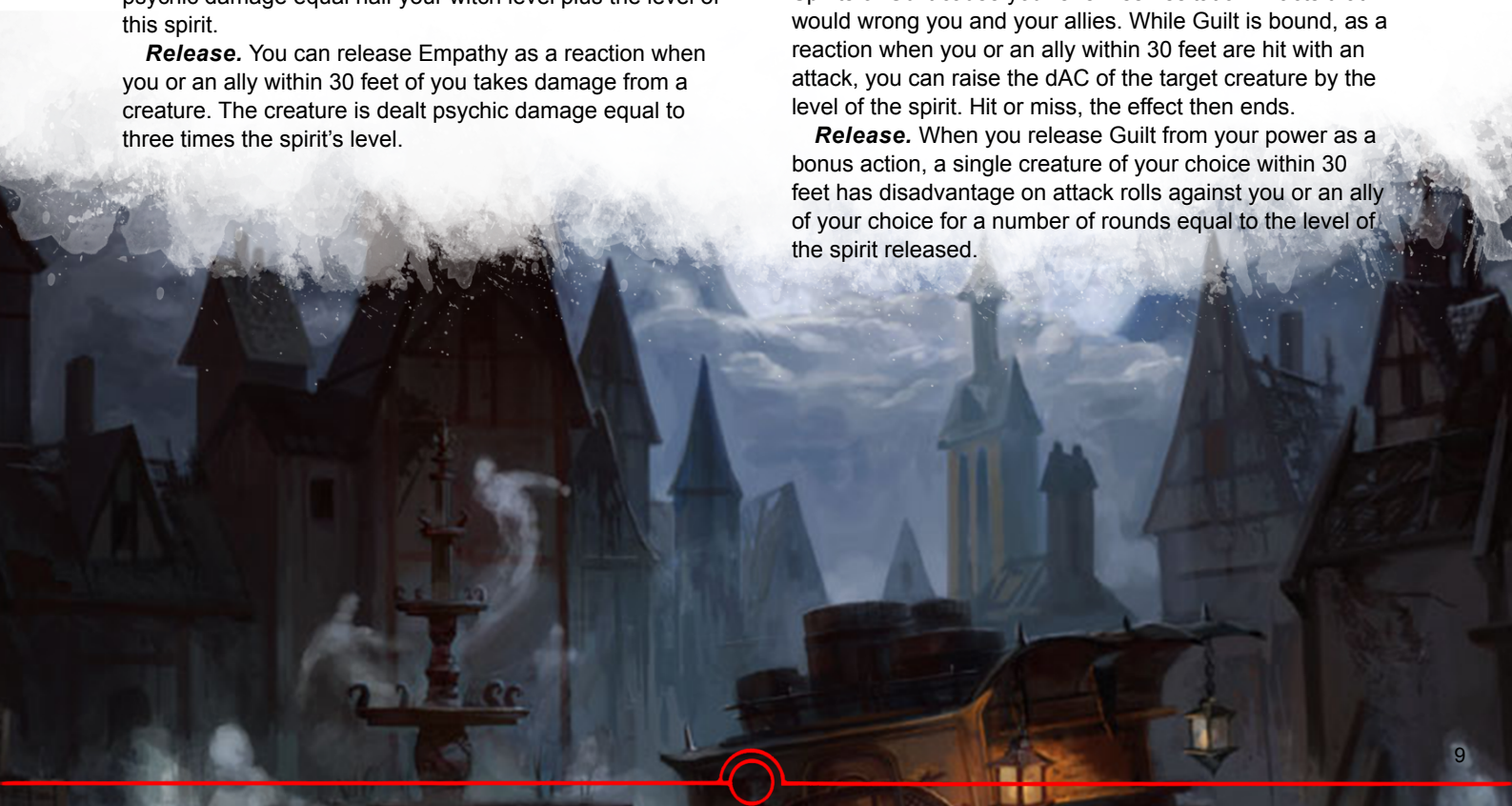
Spirits of Generosity are always willing to make sacrifices for those who bind them with good intentions. Your spells that heal restore an additional 1d4 hit points per level of the spirit. If the spell heals more than one creature each creature is instead healed an extra number of hit points equal to the spirit's level.

Release. You may release Generosity as a bonus action and gift the spirit to an ally within 30 feet. The spirit protects the creature, granting them temporary hit points equal to 5 times the spirit level. These temporary hit points last 10 minutes.

Guilt

Spirits of Guilt cause your enemies hesitation in acts that would wrong you and your allies. While Guilt is bound, as a reaction when you or an ally within 30 feet are hit with an attack, you can raise the dAC of the target creature by the level of the spirit. Hit or miss, the effect then ends.

Release. When you release Guilt from your power as a bonus action, a single creature of your choice within 30 feet has disadvantage on attack rolls against you or an ally of your choice for a number of rounds equal to the level of the spirit released.



Hate

Spirits of Hate inspire a ferocity in you. When you are damaged by a creature, you gain advantage on attack rolls against that creature until the end of your next turn.

Release. When you are hit by an attack or spell, you can use your reaction to make an attack or cast a spell with a casting time of 1 action targeting the creature who struck you. The creature is dealt psychic damage equal to 1d6 per spirit level regardless of whether you hit.

Hunger

Spirits of Hunger both sustain their friends and deprive their enemies of energy. While Hunger is bound to you, you require no food or water to survive.

Release. You may release Hunger as a bonus action to impart one level of exhaustion on a number of creatures within 30 feet of you equal to the spirit's level. A creature cannot be affected again by a Spirit of Hunger again for 24 hours.

Passion

Spirits of Passion give those who bind them the power to push themselves and others further in order to accomplish a task. When this spirit is bound, you gain a number of dice equal to the spirit level. These dice are d6s. You may choose to roll one of these dice and add the result to any attack roll, ability check or saving throw you make, or to any such roll an ally within 30 feet of you that you can see makes. You lose all remaining dice when you release Passion.

Release. You may release Passion as part of an attack roll, ability check, or saving throw. You make this roll with advantage. In addition, all creatures of your choice that you can see within 30 feet of you gain a d6 which they can add to any attack roll, ability check, or saving throw made. After a number of rounds equal to the spirit's level, this effect ends and unused dice are lost.

Serenity

Spirits of Serenity bring peace and clarity of thought to those who bind them. You require only half the time worth of sleep or rest as long as Serenity remains bound. Additionally, when you or an ally within 30 feet of you rolls a Hit Die to regain hit points, they regain an additional amount equal to the spirit level.

Release. You may release Serenity from your power as a reaction when you would suffer from the following conditions: Blinded, Deafened, Frightened, Paralyzed, Poisoned, and Stunned. You are immune to these conditions until the end of your next turn.

Sloth

Spirits of Sloth inspire sluggishness and laziness of thought and action around you. While Sloth is bound, area within 10 feet of you counts as difficult terrain for any creatures of your choice. Additionally, creatures provoke opportunity attacks from you even if they take the disengage action.

Release. When Sloth is released as a bonus action, foes within 30 feet may either move or use their action (but not both) for a number of rounds equal to the spirit level.

Sorrow

The failures of your enemies continue to haunt them in the presence of a spirit of Sorrow. While Sorrow is bound to you, creatures of your choice within 30 feet of you who fail a saving throw against a spell of 1st level or higher are dealt psychic damage equal to the spirit's level.

Release. When Sorrow is released as a bonus action, choose a creature within 30 feet. That creature has disadvantage on its next saving throw, ability check, or attack roll. Should this roll fail, they are dealt 1d6 psychic damage and this spirit's release effect triggers again on the same creature. Once this damage has been dealt a number of times equal to the spirit level, it is no longer renewed.

Trust

While emboldened by the spirit of Trust, you can help your allies through cooperative spellcasting, or protect them from harmful spellcasting effects from other allies. While Trust is bound, you can use your reaction to aid an ally within 30 feet to cast a spell, giving them advantage on an attack roll or ability check made with that spell. Alternatively, if that spell requires a saving throw, the spell save DC is increased by 1. You can also use your reaction to render a single creature of your choice you can see within 30 feet immune to a single spell targeting it specifically if that spell's level is lower than your spirit's level.

Release. When Trust is released as part of your Help action, you impart a bonus to the spell save DC of a single ally within 30 feet for the next spell they cast before the start of your next turn. This bonus is equal to the level of this spirit. If the spell forces more than one creature to make a saving throw, only one creature is affected by the increased DC.

Valor

Spirits of Valor give those who bind them the power to pull through with confidence against poor odds. While Valor is bound, you and allies within 10 feet of you have advantage on saves against being frightened. Additionally when you have line of sight to a hostile creature, you may use an action to inspire an ally you can see within 30 feet of you, granting them temporary hit points equal to the spirit's level. These temporary hit points are lost when the hostile creature leaves the target's line of sight.

Release. When you release this spirit as a bonus action, one creature per spirit level within 30 feet of you is no longer frightened and may immediately make a saving throw to end any other effect or condition afflicting them which would normally allow saving throws.

Wonder

You radiate an aura of awe when a spirit of Wonder is bound to you. While Wonder is bound, you can use your reaction to impose disadvantage on Insight checks against one creature within 30 feet of you until the start of your next turn. You can also use your action to impose disadvantage on Perception checks made by creatures within 30 feet of you that aren't targeting you, as they are fascinated by your presence.

Release. You may release Wonder from your power as a reaction when you hit a target with an attack or spell or they fail a save against one of your spells. For a number of rounds equal to the spirit level, that creature must choose to either take an action or a move up to their speed, but not both, on each of their turns.

Appendix

Multiclassing as a Witch

If you use the optional multiclassing rules, these are the requirements for multiclassing as psion.

Ability Score Minimum. As a multiclass character, you must have a Wisdom score of 13 or more to take a level in this class.

Spell Slots. If you gain spell slots from another class, you may not mix them with your witch slots; you must keep two separate spell sheets.

The Many Isles thank you!

v. 1.0

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Original Design by Zarieth

Made with the Homebrewery

MAXIMUM BONDS

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL

SPELL SLOTS MAXIMUM/EXPENDED

LVL SPIRIT NAME

SPIRIT NOTES

LVL SPIRIT NAME

SPIRIT NOTES

LVL SPIRIT NAME

SPIRIT NOTES

LVL SPIRIT NAME

SPIRIT NOTES

LVL SPIRIT NAME

SPIRIT NOTES