

## S&S 5E: Sorcerer

### Witch

Golden eyes a-blazin', a human gal extends her hand and unleashes the dragonfire boilin' in her blood. As a firestorm whirls around her enemies, leathery wings unfold from her back and she takes to the skies.

Long hair whipped by a conjured gust, a half-elf fella spreads his arms and tilts his head to the heavens. Caught up in a moment, a surge of magic wells up in him, flows through him, and bursts forth in a mighty torrent of lightning.

Hunkered behind a stalagmite, a halfling lass points a finger at a barrelin' troglodyte. A burst of flame shoots from her fingertip to strike the brute. She ducks back behind the rock with a sly grin, oblivious to her wild magic turnin' her skin a vivid blue.

Witches carry a magical birthright conferred upon 'em by some strange bloodline, an otherworldly influence, or a brush with cosmic forces unknown. One can't learn witchcraft like a language, no more than one can learn to live a legend. Sorcery ain't a choice; the power picks the witch.

### Frontier Weave

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Magic is part and parcel of every witch, infusin' body, mind, and spirit with a dormant power just waitin' to be tapped. Some witches wield magic from an ancient bloodline mixed with the magic of dragons. Others got a wild, untamed magic within, a chaotic storm that pops up in unforeseen ways.

The showin' up of witch powers is as unpredictable as a desert storm. Some draconic lines might birth exactly one witch each generation, while in others every soul's a witch. Mostly, witch talents appear like happy accidents. Some witches can't pinpoint where their power's from, while others trace it back to peculiar happenings in their own tales. A demon's touch, a dryad's blessing at a babe's birth, or a sip from an enigmatic spring might spark the gift of witchcraft. So might a magic deity's boon, a brush with the elemental forces of the Inner Planes or the mad whirl of Limbo, or a peek into the secret gears of reality.

Witches got no need for the spellbooks and ancient magic scrolls that wizards depend on, nor do they lean on a patron for their spells like warlocks. By learnin' to harness and direct their own inborn magic, they can discover new and shockin' ways to unleash that power.

## Mysterious Energies

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Witches are a rare breed in the world, and it's a rare thing to find a witch not tangled up in the adventurin' life in some way. Folks with magic bubblin' in their veins soon find out that the power don't like sittin' still. A witch's magic yearns to be used, and it's liable to burst out in unforeseeable ways if it ain't called upon.

Witches often got mysterious or whimsical reasons drivin' 'em to adventure. Some are after a deeper understandin' of the magical force fillin' 'em up, or the secret behind where it came from. Others aim to rid themselves of it, or to let loose its full might. Whatever their aims, witches are every bit as handy to an adventurin' group as wizards, makin' up for a narrower range in their magical know-how with enormous adaptability in usin' the spells they do know.

## Creatin' a Witch

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The most important question when you're creatin' your witch is where your power's from. As a greenhorn, you'll pick an origin tied to a draconic line or the influence of wild magic, but the exact wellspring of your power's yours to decide. Is it a family hex, handed down from far-off kin? Or did some outlandish event bless you with inherent magic, maybe leavin' a mark too?

How do you reckon with the magic coursing through you? Do you welcome it, try to tame it, or delight in its fickle nature? Is it a boon or a curse? Did you go lookin' for it, or did it find you? Did you have a say in acceptin' it, and do you wish you had? What's your plan with it? Maybe you feel like you've been handed this power for a grand purpose. Or you might figure that the power entitles you to do as you please, to take what you want from them that lack such power. Perhaps your power ties you to a powerful being in the world—the fey critter that blessed you at birth, the dragon that mixed a drop of its blood in your veins, the lich that whipped you up as an experiment, or the deity that picked you to wield this power.

### **QUICK BUILD**

You can rustle up a witch right quick by followin' these pointers. First, Charisma ought to be your top ability score, followed by Constitution.

Second, pick the hermit background. Third, choose the cantrips light, prestidigitation, ray of frost, and shocking grasp, along with the 1st-level spells shield and magic missile.

## The Witch Table

Level	Proficiency Bonus	Witch Points	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	-	Spellcastin', Witch Origin	4	2	2	-	-	-	-	-	-	-	-
2nd	+2	2	Pluck the Strands	4	3	3	-	-	-	-	-	-	-	-
3rd	+2	3	Morphmysticism	4	4	4	2	-	-	-	-	-	-	-
4th	+2	4	Ability Score Improvement	5	5	4	3	-	-	-	-	-	-	-
5th	+3	5	-	5	6	4	3	2	-	-	-	-	-	-
6th	+3	6	Witch Origin Feature	5	7	4	3	3	-	-	-	-	-	-
7th	+3	7	-	5	8	4	3	3	1	-	-	-	-	-
8th	+3	8	Ability Score Improvement	5	9	4	3	3	2	-	-	-	-	-
9th	+4	9	-	5	10	4	3	3	3	1	-	-	-	-
10th	+4	10	Morphmysticism	6	11	4	3	3	3	2	-	-	-	-
11th	+4	11	-	6	12	4	3	3	3	2	1	-	-	-
12th	+4	12	Ability Score Improvement	6	12	4	3	3	3	2	1	-	-	-
13th	+5	13	-	6	13	4	3	3	3	2	1	1	-	-
14th	+5	14	Witch Origin Feature	6	13	4	3	3	3	2	1	1	-	-
15th	+5	15	-	6	14	4	3	3	3	2	1	1	1	-
16th	+5	16	Ability Score Improvement	6	14	4	3	3	3	2	1	1	1	-

17th	+6	17	Morphmysticism	6	15	4	3	3	3	3	1	1	1	1
18th	+6	18	Witch Origin Feature	6	15	4	3	3	3	3	1	1	1	1
19th	+6	19	Ability Score Improvement	6	16	4	3	3	3	3	2	1	1	1
20th	+6	20	Witch's Recharge	6	16	4	3	3	3	3	2	2	1	1

## Class Features

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As a Witch, you gain the following class features:

### Hit Points

**Hit Dice:** 1d6 per Witch level

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

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

### Proficiencies

**Armor:** None

**Weapons:** Daggers, darts, slings, quarterstaves, light crossbows, revolvers

**Tools:** None

**Saving Throws:** Constitution, Charisma

**Skills:** Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

### 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) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack

- Two daggers

### **Spellcastin'**

A turnin' point in your past, or in the life of a kin or forebear, left a mark on ya, fillin' you with arcane magic. This wellspring of magic, whatever its roots, fuels your spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the witch spell list.

### **Cantrips**

At 1st level, 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 witch spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell burning hands and have a 1st-level and a 2nd-level spell slot available, you can cast burning hands 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. 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, since the power of your magic relies on your ability to project your will into the world. 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

### Spellcasting Focus

You can use an arcane focus (see the Adventuring Gear section) as a spellcasting focus for your witch spells.

### Witch Origin

Choose a witch origin, which describes the source of your innate magical power: Draconic Bloodline, detailed at the end of the class description, or one from another source.

Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

### Pluck the Strands

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

### Sorcery Points

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Witch table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

### Flexible Casting

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

**Creating Spell Slots.** You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

Any spell slot you create with this feature vanishes when you finish a long rest.

### Creating Spell Slots

SPELL SLOT LEVEL	SORCERY POINT COST
1st	2
2nd	3
3rd	5
4th	6

5th	7
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Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

### **Morphmysticism**

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

### **Careful Spell**

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

### **Distant Spell**

When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

### **Empowered Spell**

When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

### **Extended Spell**

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

### **Heightened Spell**

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

### **Quickened Spell**

When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

### **Subtle Spell**

When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

### **Twinned Spell**

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, magic missile and scorching ray aren't eligible, but ray of frost and chromatic orb are.

### **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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

### **Witch's Recharge**

At 20th level, you regain 4 expended sorcery points whenever you finish a short rest.

## Witch Origins

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### The Outlandish Mind

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An otherworldly force has roped in your mind, givin' ya the prowess of mental mastery. You can now delve into the thoughts of others with this power and wrangle the world around ya by harnessin' the mystical energies of the multiverse. Will your power shine like a beacon of hope? Or will you turn into a fearsome sight for those who feel the prick of your mind and see the peculiar unfoldin' of your strength?



As an Outlandish Mind witch, you get to decide how you came across your powers. Were you born with 'em? Or did some twist of fate later in life stir up your psychic abilities? Take a gander at the Outlandish Origins table for a hint at where your power might've sprung from.

### Outlandish Origins

d6	Origin
1	You came under the twisted sway of the Far Frontier. You're dang sure a rattlesnake tail's sproutin' on you, but nobody else can see it.
2	A ghostly breeze from the Astral Plains blew psychic energy your way. When you call on your powers, faint specks of desert sand dance around you.
3	You once fell prey to the hexin' of a prairie witch, leavin' a psychic sliver in your noggin.
4	You got bit by a mind flayer critter, but the change-up didn't go all the way. Now its psychic power's in your hands. When you use it, your skin glistens with an odd slime.
5	As a young'un, you had a make-believe pal that looked like a tumbleweed or a strange armadillo critter. One day, it up and gave you psychic powers, and they turned out to be the real deal.
6	Your night terrors whisper a troubling truth: your psychic powers ain't truly yours. You're pilferin' 'em from your shadowy twin!

### Outlandish Mind Features

Witch Level	Feature
1st	Outlandish Mind Spells, Mind Speech
6th	Mind Shielding
14th	Manifestation of the Outlandish
18th	Space-Warping Burst

### Outlandish Mind Spells

#### *1st-level Outlandish Mind feature*

You learn extra spells when you hit certain levels in this here witch class, as laid out on the Outlandish Mind Spells table. Each of these spells is a witch spell for ya, but it don't tally up against the number of witch spells you know.

Whenever you gain a witch level, you can swap out one spell you got from this feature with another spell of the same level. The new spell must be a divination or an enchantment spell from the witch, warlock, or wizard spell list.

### Outlandish Mind Spells

Witch Level	Spells
1st	<i>arms of Hadar, dissonant whispers, mind sliver</i>
3rd	<i>calm emotions, detect thoughts</i>
5th	<i>hunger of Hadar, sending</i>
7th	<i>Evard's black tentacles, summon aberration</i>
9th	<i>Rary's telepathic bond, telekinesis</i>

### Mind Speech

*1st-level Outlandish Mind feature*

You can rustle up a telepathic bond between your noodle and another's. As a quick trick, pick one critter you can eyeball within 30 feet. You and this varmint can jaw telepathically while within a stretch of miles equal to your Charisma modifier (at the least 1 mile). To get each other's meaning, you both gotta think-talk in a lingo you know.

This mind-to-mind link lasts for a spell of minutes equal to your witch level. It cuts out early if you're knocked senseless, bite the dust, or if you hitch up a connection with a different critter.

### Psychic Witchcraft

*6th-level Outlandish Mind feature*

When you conjure up any spell of 1st level or higher from your Outlandish Mind Spells feature, you can cast it the regular way, using a spell slot, or by spendin' a number of sorcery points equal to the spell's level. If you cast the spell using sorcery points, it don't need no spoken or motion parts, and it don't need no material bits neither, unless they're gobbled up by the spell.

### Mind Shielding

*6th-level Outlandish Mind feature*

You get a tough hide against psychic harm, and you've got the upper hand when savin' your skin from bein' charmed or scared out of your wits.

### **Manifestation of the Outlandish**

*14th-level Outlandish Mind feature*

You can let loose the otherworldly truth hidin' inside ya. As a quick move, you can spend 1 or more sorcery points to magically change up your body for 10 minutes. For each sorcery point you spend, you can pick one of these boons, which last 'til the change-up's done:

- You can spot any invisible varmint within 60 feet of ya, long as it ain't completely hid. Your peepers turn as black as night or morph into wrigglin' sensory feelers.
- You gain a flyin' speed equal to your walkin' speed, and you can stay put in the air. While you're flyin', your skin either slicks up with slime or shines with an eerie light.
- You gain a swimmin' speed double your walkin' speed, and you can breathe under the water. Gills might poke outta your neck or flutter behind your ears, your fingers might web together, or cilia might sprout and weave through your duds.
- Your body, plus any gear you're totin', turns slick and stretchy. You can slip through any gap as small as 1 inch without a squeeze, and you can use 5 feet of movin' to wriggle free from non-magical binds or grapples.

### **Space-Warping Burst**

*18th-level Outlandish Mind feature*

You can let fly your unearthly power in a reality-twistin' blast. As a move, you can teleport to a spot you can see within 120 feet where there ain't no one standin'. Right after you vanish, each critter within 30 feet of where you were has to buck up for a Strength saving throw against your spell save DC. If a varmint fails, it takes 3d10 force damage and is yanked towards where you were, landin' as close to your old spot as it can. If it makes the save, it only takes half that damage and ain't pulled in.

Once you've used this trick, you can't do it again until after you've had a long rest, 'less you pony up 5 sorcery points to do it once more.

### **Clockwork Core**

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The smooth, rhythmic essence of clockwork magic courses through ya, a boon from the orderly expanse of Mechanus, or a place akin to it. You, or maybe one of your forebears, might've tangled with the modrons, them lawful beings dwellin' in Mechanus. Could be your ancestor got caught up in the Great Modron Roundup. However it came to be, your power of order might

confound the folks around ya, but to you, it's like a cog in the grand, complex contraption of life itself.

### Clockwork Core Features

Witch Level	Feature
1st	Clockwork Core Spells, Harmony Restored
6th	Fortress of Justice
14th	Rhythm of Balance
18th	Mechanist's Jamboree

### Clockwork Craft

*1st-level Clockwork Core feature*

You learn a few extra spells when you climb up certain levels in this here class, as shown on the Clockwork Core Spells table. These spells are tallied as witch spells for you, but they don't add to the number of witch spells you know.

Whenever you notch up a level as a witch, you can trade out a spell you got from this feature with another spell of the same level. The new spell's gotta be an abjuration or a transmutation spell from the witch, warlock, or wizard spell list.

### Clockwork Core Spells

Witch Level	Spells
1st	<i>alarm, protection from evil and good</i>
3rd	<i>aid, lesser restoration</i>
5th	<i>dispel magic, protection from energy</i>
7th	<i>freedom of movement, summon construct</i>
9th	<i>greater restoration, wall of force</i>

In addition, consult the Signs of Harmony table and select or randomly determine a way your connection to order manifests when you are casting any of your witch spells.

## Signs of Harmony

d6	Manifestation
1	Ghostly gears linger behind you like tumbleweeds in the breeze.
2	The hands of a pocket watch whirl 'round in your peepers.
3	Your hide shines with the sheen of polished metal.
4	Hoverin' numbers and shapes, like those from an engineer's blueprint, drape over you.
5	Your spellcastin' trinket briefly morphs into a dainty contraption of gears and cogs.
6	The click-clack of gears or the ringin' of a clock chimes in the ears of you and those touched by your magic.

### Harmony Restored

*1st-level Clockwork Core feature*

Your connection to the land of perfect order lets you bring a bit of balance in times of chaos. When a critter you can see within 60 feet of ya is about to roll a d20 with a leg up or a leg down, you can use your quick wits to straighten out the roll, makin' it unaffected by advantage or disadvantage.

You can pull off this trick a number of times equal to your proficiency bonus, and you get back all used up goes at it when you've had a good long rest.

### Fortress of Justice

*6th-level Clockwork Core feature*

You can channel the grand scheme of existence to wrap a critter in a glowin' shield of order. As a move, you can spend 1 to 5 sorcery points to conjure up a magical barricade 'round yourself or another varmint you can see within 30 feet of ya.

The barricade sticks 'round 'til you bed down for a long rest or 'til you rustle up this trick again. It's shown by a number of d8s equal to the sorcery points you used to create it. When the critter under protection takes a hit, it can use a number of them dice, roll 'em, and cut down the damage by the total rolled on them dice.

### Rhythm of Balance

*14th-level Clockwork Core feature*

You gain the know-how to sync your noggin with the endless reckonin's of Mechanus. As a quick trick, you can slip into this state for 1 minute. For that spell, any attack rolls against you can't get a leg up from advantage, and whenever you take a swing, try your hand at a skill, or buck up against a challenge, you can count any roll of 9 or lower on the d20 as a 10.

After pullin' off this bonus action, you can't do it again until you've had a good long rest, 'less you fork over 5 sorcery points to fire it up once more.

### **Mechanist's Jamboree**

*18th-level Clockwork Core feature*

You holler for spirits of order to chase out the chaos 'round you. As a move, you call 'em forth in a 30-foot cube startin' from where you stand. These spirits might look like modrons or other constructs you fancy. They're ghostly and can't be beat, and they rustle up the followin' doings in the cube before they skedaddle:

- The spirits patch up to 100 hit points, split any way you like 'mongst any number of critters you pick in the cube.
- Any busted objects all the way in the cube get fixed up in a jiffy.
- Every spell of 6th level or lower stops workin' on creatures and objects in the cube that you choose.

Once you've used this move, you can't use it again until you've had a long rest, 'less you pony up 7 sorcery points to do it one more time.

### **Heavenly Drifter**

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At times, the flicker of magic fannin' a witch's gifts comes from a celestial seed nestled deep in the soul. Havin' such a sacred soul points to your inborn magic bein' drawn from a far-off but mighty kinship to a divine bein'. Maybe one of your forebears was an angel, turned mortal and sent down to the dusty trails to fight for a god's cause. Or your comin' into the world might've lined up with an ancient prophecy, markin' you as a hand of the gods or a chosen vessel of divine magic.

A Heavenly Drifter, bein' naturally full of charm, is oft seen as a thorn in the side of some holy groups. As an outsider swingin' hallowed might, a Heavenly Drifter can ruffle feathers in the established order by claimin' a straight shootin' tie to the divine.

In some parts of the frontier, only those who can lay claim to the power of a Heavenly Drifter might hold sway in spiritual matters. In these territories, church ranks are held tight by a few families and handed down through the generations.

### Heavenly Drifter Features

Witch Level	Feature
1st	Heavenly Weave, Heaven's Favor
6th	Enhanced Cures
14th	Spirit Wings
18th	Celestial Revival

### Heavenly Weave

Your tie to the heavenly powers gives you the knack to pick up spells from the preacher class. When your Spellcasting feature lets you learn or swap out a witch cantrip or a witch spell of 1st level or higher, you can mosey on over to the preacher spell list or stick to the witch spell list for your new choice. You still gotta stick to all the rules for pickin' the spell, and it turns into a witch spell for you.

Furthermore, choose an affinity for the source of your divine power: good, evil, law, chaos, or neutrality. You learn an additional spell based on that affinity, as shown below. It is a witch spell for you, but it doesn't count against your number of witch spells known. If you later replace this spell, you must replace it with a spell from the preacher spell list.

Affinity	Spell
Good	<i>cure wounds</i>
Evil	<i>inflict wounds</i>
Law	<i>bless</i>
Chaos	<i>bane</i>
Neutrality	<i>protection from evil and good</i>

### Heaven's Favor

*1st-level Heavenly Drifter feature*

Startin' at 1st level, divine power's got your back, watchin' over your fate. If you come up short on a savin' throw or miss your mark with an attack roll, you can roll 2d4 and add that to the total, maybe swappin' your luck around. Once you've used this bit of help, you can't call on it again 'til you've had yourself a short or long rest.

### **Enhanced Cures**

*6th-level Heavenly Drifter feature*

Startin' at 6th level, the holy power flowin' through you can beef up healin' spells. Whenever you or a pal within 5 feet of you rolls dice to figure how many hit points a spell patches up, you can spend 1 sorcery point to give any number of those dice a second roll, long as you ain't laid out. You can only use this trick once per turn.

### **Spirit Wings**

*14th-level Heavenly Drifter feature*

Startin' at 14th level, you can use a quick move to sprout a pair of ghostly wings from your back. With these wings out, you got a flyin' speed of 30 feet. The wings stick around 'til you're knocked senseless, you meet your maker, or you shoo 'em away as a quick move.

The leanin' you picked for your Divine Magic feature decides what your spectral wings look like: eagle wings for the good-hearted or law-abidin', bat wings for the wicked or wild, and dragonfly wings if you're ridin' the middle line.

### **Celestial Revival**

*18th-level Heavenly Drifter feature*

At 18th level, you acquire the capability to bounce back from severe injuries. As a bonus action when you have fewer than half of your hit points remaining, you can regain a number of hit points equal to half your hit point maximum.

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

## **The Wurm's Heir**

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Your natural magic comes from the dragon magic that once mixed with your blood or that of your kin. It ain't rare for a spell-slinger with this here bloodline to trace their roots back to a mighty sorcerer from the olden days who struck a deal with a dragon, or maybe even was sired by one. Some of these bloodlines are famous all over the frontier, but most are as hidden as a



ghost town. Any given spell-slinger might be the start of a new bloodline, born from a pact or some other durn extraordinary happenstance.

### Dragon Forebear

From the moment you set foot on this trail, you pick out one type of dragon as your ancestor. The kind of hurt that dragon deals is what you'll use for abilities you get hold of further down the path.

### Wyrms Heritage

Dragon	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

You've got a slick tongue in Draconic. Plus, whenever you're jawin' with dragons and makin' a Charisma check, you can double your proficiency bonus if it's part of the check.

### The Wyrms Heir Features

Witch Level	Feature
1st	Scaled Armor
6th	Primordial Prowess

14th	Draconic Flight
18th	Dragon Existence

### **Scaled Armor**

*1st-level The Wyrms Heir feature*

As magic flows through your blood, it stirs up physical signs from your dragon ancestors. At 1st level, your top grit (hit point maximum) gets a boost by 1 and rises by another 1 each time you notch up a level in this class.

Moreover, parts of your hide are covered by a thin layer of dragon-like scales. When you ain't wearin' no armor, your defense (AC) tallies up to 13 plus your quickness (Dexterity modifier).

### **Primordial Prowess**

*6th-level The Wyrms Heir feature*

Come 6th level, when you're castin' a spell that deals the kind of hurt linked to your dragon lineage, you can tack on your force of personality (Charisma modifier) to one damage roll of that spell. At the same time, you can fork over 1 sorcery point to toughen up against that type of damage for 1 hour.

### **Draconic Flight**

*14th-level The Wyrms Heir feature*

By the time you hit 14th level, you get the power to sprout a pair of dragon wings from your back, givin' you a flyin' speed equal to your current pace. You can whip out these wings as a quick move on your turn. They stick around 'til you fold 'em back as a quick move on your turn.

You can't flaunt your wings while wearin' armor, 'less the armor's made to accommodate 'em, and clothes not cut for wing-wearin' might just get ripped up when you unleash them.

### **Dragon Existence**

*18th-level The Wyrms Heir feature*

Once you're a high-falutin' 18th level, you can harness the fearsome aura of your dragon forebear, makin' those around you plum awestruck or scared witless. As an action, you can spend 5 sorcery points to tap into this might and cast an aura of awe or fear (your choice) as far as 60 feet. For 1 minute or 'til your concentration breaks (like you're spinnin' a spell that needs focus), any ornery creature that starts its turn in this aura has to make a Wisdom savin' throw or

be charmed (if you chose awe) or frightened (if you chose fear) 'til the aura fades away. A varmint that makes this savin' throw is immune to your aura for 24 hours.

## Moonlit Magic

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In a whole mess of places, the moon's seen as a holy light in the night sky, carryin' some kind of spellbindin' power. On Krynn, the magic gods are tied to the three moons of the world. On Toril, Selûne, the deity, uses moonbeams to fight off the dark. On Eberron, wise folks puzzle out old secrets from the comin' and goin' of their twelve moons.

You or one of your folks got brushed by the potent magic of the moon (or moons) of your world, givin' you a touch of moonlit magic. Maybe your family was part of a guardian ritual during an eclipse, or a piece of a moon landed near you in some mystic happenin'. However you come by your magic, your link to the moon's plain as day when you're spellcastin'—might be it makes your eyes shine like a moon from your world, or ghostly images of the lunar cycles dance 'round you, or somethin' else

### Moonlit Magic Features

Witch Level	Feature
1st	Lunar Flame, Moon's Incarnation
6th	Moonlit Blessings, Fade and Growth
14th	Moonlit Boon
18th	Moonlit Event

### Moon's Incarnation

#### *1st-Level Moonlit Magic Feature*

You pick up more spells when you climb up in levels in this here class, just like the Moonlit Spells table shows. Each of these spells is a witch spell for you, but they don't count against the tally of witch spells you know.

### Moonlit Spells

Witch Level	Full Moon Spell	New Moon Spell	Crescent Moon Spell

1st	<i>shield</i>	<i>ray of sickness</i>	<i>color spray</i>
3rd	<i>lesser restoration</i>	<i>blindness/deafness</i>	<i>alter self</i>
5th	<i>dispel magic</i>	<i>vampiric touch</i>	<i>phantom steed</i>
7th	<i>death ward</i>	<i>confusion</i>	<i>hallucinatory terrain</i>
9th	<i>Rary's telepathic bond</i>	<i>hold monster</i>	<i>mislead</i>

Once you're finished with a long rest, you can pick which moon phase lets its power shine through your magic: Full Moon, New Moon, or Crescent Moon. While you're in your chosen phase, you can cast a 1st-level spell from that phase on the Moonlit Spells table once without burnin' a spell slot. After you've cast a spell this way, you can't do it again 'til you've had another long rest.

### **Lunar Flame**

#### *1st-Level Moonlit Magic Feature*

You can summon the bright light of the moon whenever you need. You learn the sacred flame spell, which don't tally up against the count of witch cantrips you know. When you cast the spell, you can take aim at one critter like usual, or two varmints within range that are within 5 feet of each other.

### **Moonlit Blessings**

#### *6th-Level Moonlit Magic Feature*

The phase your Moon's Incarnation is in can switch up how your Metamagic feature works. Each Moon's Incarnation phase is hitched to certain schools of magic, laid out like this:

**Full Moon.** Abjuration and divination spells

**New Moon.** Enchantment and necromancy spells

**Crescent Moon.** Illusion and transmutation spells

Whenever you use Metamagic on a spell from a school of magic that matches your current Moon's Incarnation phase, you can cut down the sorcery points it costs by 1 (down to at least 0). You can trim the sorcery points for your Metamagic a number of times equal to your proficiency bonus, and you refill all used up uses after you've had a long rest.

### **Fade and Growth**

### *6th-Level Moonlit Magic Feature*

You get a firmer grip on how to handle your moonlit magic phases. As a quick move, you can spend 1 sorcery point to switch your current Moon's Incarnation phase to a different one.

Now, you can cast a 1st-level spell from each lunar phase on the Moonlit Spells table once without needin' a spell slot, just as long as your current phase lines up with the lunar phase spell. Once you cast a lunar phase spell this way, you can't do it again 'til you've taken a long rest.

### **Moonlit Boon**

#### *14th-Level Moonlit Magic Feature*

The might of a lunar phase soaks you through. While you're in a Moon's Incarnation phase, you also snag this benefit tied to that phase:

**Full Moon.** You can use a quick move to cast a bright light in a 10-foot radius and dim light for another 10 feet, or to snuff out the light. Plus, you and critters you pick have an edge on Intelligence (Investigation) and Wisdom (Perception) checks while in the bright light you're spreadin'.

**New Moon.** You're slicker at Dexterity (Stealth) checks. Also, when you're fully in the dark, it's tougher for varmints to hit you in attack rolls.

**Crescent Moon.** You're tougher against necrotic and radiant damage.

### **Moonlit Event**

#### *18th-Level Moonlit Magic Feature*

As a quick move, you can call on a special power of your current Moon's Incarnation phase. Or, as part of the quick move you make to shift your lunar phase using the Waxing and Waning feature, you can straightaway tap into the power of the lunar phase you're movin' into:

**Full Moon.** You light up with moonlight for a spell. Each critter you pick within 30 feet of you has to make a Constitution savin' throw against your spell save DC or be blinded 'til the end of its next turn. Plus, one critter you choose in that area gets back 3d8 hit points.

**New Moon.** You cast a shadow for a moment. Each critter you pick within 30 feet of you has to make a Dexterity savin' throw against your spell save DC or take 3d10 necrotic damage and can't budge 'til the end of its next turn. Plus, you turn invisible 'til the end of your next turn, or right after you make an attack roll or cast a spell.

**Crescent Moon.** You can magically pop over to a spot you can see within 60 feet of yourself. You can haul along one willin' critter you can see within 5 feet of you. That critter teleports to a spot you pick that you can see within 5 feet of where you're landin'. Plus, you and that critter are tougher against all damage 'til the start of your next turn.

Once you use one of these quick move powers, you can't use that same one again 'til after a long rest, unless you shell out 5 sorcery points to do it over.

## Shadow Brand

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Yer a young'un of the shadows, your born magic ain't from 'round here, it's from the spooky Shadowfell itself. Maybe there's a critter from that neck of the woods in your lineage, or you might've been touched by its grim energy and it left its mark on you permanent-like.

The power of shadow magic casts a peculiar shadow over your whole self. The spark of life that keeps you goin' feels like it's bein' smothered, strugglin' to hold its own 'gainst the dark energy swirlin' in your soul. If you're of a mind, you can pick from or roll on the Shadow Brand Quirks table to add some unique flavor to your character.

### Shadow Brand Quirks

d6	Quirk
1	Your touch is chillier than a winter night with a foot of snow.
2	When you're snoozin', you don't seem to be breathin' (though you still need to breathe to stay kickin').
3	Even when you're roughed up real bad, you hardly bleed any.
4	Your ticker thumps just once a minute. Catches you by surprise now and then.
5	You often forget there's a difference 'tween the livin' and the dearly departed.
6	You blinked. Once. 'Bout a week ago.

### Shadow Brand Features

Witch Level	Feature
1st	Sight of Night, Grit of Death

6th	Coyote of Doom
14th	Shade Stride
18th	Ghastly Shape

### **Sight of Night**

*1st-level Shadow Brand feature*

Starting at 1st level, you've got darkvision with a range of 120 feet.

When you hit 3rd level in this here class, you learn the darkness spell. It don't count 'gainst the number of witch spells you know. Plus, you can cast it by spendin' 2 sorcery points or by usin' a spell slot. If you cast it with sorcery points, you can see clear as day through the darkness the spell stirs up.

### **Grit of Death**

*1st-level Shadow Brand feature*

From 1st level, your hangin' in a half-and-half state 'twixt livin' and the great beyond makes you one tough hombre to lay low. When damage would drop you to 0 hit points, you can muster a Charisma savin' throw (DC 5 + the damage taken). If you make the grade, you only drop to 1 hit point instead. Now, this trick don't work if you're brought to 0 hit points by radiant damage or by a mighty blow.

Once the savin' throw does its job, you can't call on this feature again 'til after you've had a long rest.

### **Coyote of Doom**

*6th-level Shadow Brand feature*

At 6th level, you can rustle up a howlin' critter of darkness to give your enemies a good scare. As a quick move, you can spend 3 sorcery points to summon a Coyote of Doom to chase down one varmint you can spot within 120 feet of you. The coyote's built like a dire wolf, with these tweaks:

- The coyote's more medium-sized, not large, and it's a monstrosity, not a regular beast.
- It shows up with temporary hit points equal to half your witch level.
- It can weave through other critters and objects like they're rough terrain. The coyote gets dinged with 5 force damage if it ends its turn inside somethin'.

- Come the start of its turn, the coyote just knows where its target's at. If the target was hidin', it ain't hidin' from the coyote no more.
- The coyote pops up in a spot you pick that's within 30 feet of the target. Roll to see where it lands in the initiative order. On its turn, it's gotta head straight for its target and can only attack that one. The coyote can make attacks of opportunity, but just against its target. Plus, if the coyote's within 5 feet of the target, the target's at a disadvantage on savin' throws against any spell you sling. The coyote vanishes if it's brought to 0 hit points, if its target is brought to 0 hit points, or after 5 minutes.

### **Shade Stride**

*14th-level Shadow Brand feature*

At 14th level, you can slip from one shadow to another like a ghost in the night. When you're lurkin' in dim light or darkness, as a quick move, you can magically teleport up to 120 feet to a spot you can lay your eyes on that's also in dim light or darkness.

### **Ghastly Shape**

*18th-level Shadow Brand feature*

Startin' at 18th level, you can fork over 6 sorcery points as a quick move to magically turn yourself into a shadow-like figure. In this form, you're tough against all kinds of harm 'cept force and radiant damage, and you can drift through other critters and objects like they're rough ground. You'll get hit with 5 force damage if you end your turn inside somethin'.

You stay in this shadowy shape for 1 minute. It wraps up early if you're knocked senseless, if you bite the dust, or if you decide to send it packin' as a quick move.

### **Tempest Witchery**

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Your natural magic's rooted in the power of elemental air. Many folks with this gift can trace their magic back to a brush with death caused by the Great Rain. Maybe you came into the world durin' a gale so fierce that folks still spin yarns about it, or your family tree might have a touch of powerful air critters like djinn. Whatever the story, the magic of the storm's a part of you through and through.

Tempest witches are mighty handy to have on a ship's crew. Their magic lets 'em have a say over the wind and weather right around 'em. Their skills are also mighty useful in fendin' off attacks by sahuagin, pirates, and other dangers of the high seas.

### **Tempest Witchery Features**



Witch Level	Feature
1st	Air Talker, Storm Surge
6th	Soul of the Tempest
14th	Tempest's Anger
18th	Air Spirit

### **Air Talker**

*1st-level Tempest Witchery feature*

The arcane magic you got at your fingertips is mixed up with elemental air. You can gab, read, and write in Primordial. Knowin' this tongue lets you make heads or tails of and be understood by them that speak its dialects: Aquan, Auran, Ignan, and Terran.

### **Storm Surge**

*1st-level Tempest Witchery feature*

Startin' at 1st level, you can use a quick move on your turn to whip up swirlin' gusts of elemental air 'round you, right before or after you cast a spell of 1st level or higher. Doin' this lets you fly up to 10 feet without stirrin' up any chance for them varmints to get a swipe at you.

### **Soul of the Tempest**

*6th-level Tempest Witchery feature*

At 6th level, you're tougher against lightning and thunder damage. Plus, whenever you start to cast a spell of 1st level or higher that deals lightning or thunder damage, stormy magic bursts out from you. This burst makes critters you choose and can see within 10 feet of you take lightning or thunder damage (you pick each time this trick kicks in) equal to half your witch level.

### **Tempest Leader**

*6th-level Tempest Witchery feature*

At 6th level, you get the knack for quietly wranglin' the weather 'round you.

If it's pourin', you can use an action to make the rain stop fallin' in a 20-foot-radius sphere with you at the center. You can call off this effect with a quick move.

If it's blowin' a gale, you can use a quick move each round to pick which way the wind's blowin' in a 100-foot-radius sphere with you at the center. The wind keeps headin' that direction 'til the end of your next turn. This trick don't change how fast the wind's goin', though.

### **Tempest's Anger**

*14th-level Tempest Witchery feature*

Startin' at 14th level, when some varmint hits you with a close-up attack, you can use your quick reflexes to zap 'em with lightning damage. The damage equals your witch level. That attacker's also gotta make a Strength savin' throw against your witch spell save DC. If they don't make the grade, they're shoved in a straight line up to 20 feet away from you.

### **Air Spirit**

*18th-level Tempest Witchery feature*

At 18th level, you're plumb immune to lightning and thunder damage.

You also gain a magical flyin' speed of 60 feet. As an action, you can slow your flyin' speed to 30 feet for 1 hour and pick a number of critters within 30 feet of you equal to 3 plus your Charisma modifier. The chosen critters gain a magical flyin' speed of 30 feet for 1 hour. Once you've slowed down your flyin' speed like this, you can't do it again 'til you've had a short or long rest.

### **Chaos Weave**

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The wild magic you're packin' comes from the untamed forces that set the groundwork for all creation. This unbridled energy might've latched onto you through a rip in the fabric of reality, leadin' to Limbo, the Elemental Planes, or the Far Realm. You might've been touched by a mysterious forest sprite, branded by a demon, or just born under an oddball star. Whatever sparked it, that pure, raw magic's sittin' inside you, like a tempest just waitin' to be unleashed.

### **Chaos Weave Features**

Witch Level	Feature
1st	Chaos Weave Eruption, Tumbleweed Tumble
6th	Horseshoe Twist
14th	Reigned-In Ruckus

18th	Incantation Gunfire
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### **Chaos Weave Eruption**

*1st-level Chaos Weave feature*

Startin' when you choose this here origin at 1st level, every time you cast a spell, there's a chance for a random burst of untamed magic. Once per turn, the DM might have you roll a d20 right after you've slung a witch spell of 1st level or higher. If you roll a 1, you gotta roll on the Frontier Magic Eruption table to see what kind of magical ruckus you stir up. If the effect turns out to be a spell, it's too wild and woolly for your Metamagic to tame, and if it's a spell that usually needs you to concentrate, don't worry 'bout it this time; the spell'll last for its full duration.

### **Tumbleweed Tumble**

*1st-level Chaos Weave feature*

Startin' at 1st level, you can tap into the fickle ways of luck and chaos to get a leg up on one attack roll, ability check, or savin' throw. Once you've done that, you need to catch some shut-eye for a long rest before you can pull off this stunt again.

Any time before you get this trick back, the Gamemaster can tell you to roll on the Rodeo Chaos Burst table right after you cast a spell of 1st level or higher. Then, you get to use this feature again.

### **Horseshoe Twist**

*6th-level Chaos Weave feature*

Startin' at 6th level, you've gotten the hang of twistin' fate with your wild magic. When another critter you can see makes an attack roll, an ability check, or a savin' throw, you can use your quick reflexes and spend 2 sorcery points to roll 1d4 and tack on the number rolled as a boost or a setback (your call) to the creature's roll. You can do this after the critter rolls but before any effects of the roll kick in.

### **Reigned-In Ruckus**

*14th-level Chaos Weave feature*

At 14th level, you get a bit more say over the whirlwinds of your wild magic. Whenever you roll on the Rodeo Chaos Burst table, you can roll twice and pick either number to use.

### **Incantation Gunfire**

*18th-level Chaos Weave feature*

Startin' at 18th level, the wallop packed by your spells gets a hefty boost. When you're tallyin' up damage for a spell and you roll the top number possible on any of them dice, pick one of those high-rollin' dice, toss it again, and add that new roll to the damage. You can pull off this trick just once in each round of action.