

Witch

People have long maligned and blamed witches for all sorts of evils in the world. But they also have helped people great and small with all the many problems that plague them. Which is true of you, or if both have their uses, is up to you, witch.

Overview

Play Style: Whether you're looking to curse the foolish, short-sighted, and vain, take control over natural forces, or Fire Burn and Cauldron Bubble, this class is the one for you. A Witch is at their most powerful when their presence looms over the battlefield in the thickets enemies struggle through, in the maledictions that curse their every footfall, and in the lingering haze from a thrown potion making their stomach turn. Witches of course are folk healers as well, and their talents work wonders for their allies as much as they make their enemy's blood boil.

Witches have access to three different categories of spells: Hexes and Curses, Nature and Weather, and Potions and Brews. Each has their own flavor and particular strengths. The Witch is most similar to Druids from *13 True Ways* and Demonologists from *The Book of Demons*, but unlike those two classes your Talent choices don't determine the path your Witch takes; instead it's all on you and the spells you choose.

Some witch spells and brews are much like those of other classes, but others are classified as Jinxes and Banes. Jinxes are spells that leave their targets dreading what is to come, Jinxing them while hindering them with detrimental effects. Banes are stronger spells than Jinxes, that can only be used on someone once you, or another witch in your coven has set the table with a Jinx. Once a Bane is used on a Jinxed target, the Jinx has ended, leaving your enemies wondering what further terrors you have in store for them.

Ability Scores: Any Witch is full of Wisdom for friends and foes alike; this wisdom helps the Witch to channel the ebb and flow of nature and fate all the better. As those who cause their potions and stews to 'like Hell-broth boil and bubble', it serves to have valiant Strength to withstand the calls of the damned or the forces of nature whirling around you to stand your ground.

A Witch may gain a +2 class bonus to either Wisdom or Strength, so long as it is not the same as your ancestral bonus.

Ancestries: Anyone can be a Witch, and like anything you'll find plenty of Human witches. Dwarves and Wood Elves can make quite effective witches, be you the sort who lives out in the wilds finding ingredients for potions and reading the signs for what weather is to come, or pursuing forbidden and hidden knowledge deep in the mines to enact a spiteful curse on those who have wronged you. Half-Orcs also make great witches; often having more strength to stand up to the forces of nature and fate they are bending to their will.

Backgrounds: Likely backgrounds include those that explain how you came into your magic; who taught you, or what powers did you beseech for knowledge. Others might explain how you help your community, or what you do to show those who spurn you what for. Backgrounds like (former) emperor's mortician, patron for the arts, swamp healer, bodega manager in the capital, finder of the mine's secrets, born one with the clouds, matchmaker, sybil for the monarch, or dealer in the hellfire casino.

Gear

Starting at 1st level, a witch will often have whatever they need to make their potions and a few ingredients – especially their cauldron or equivalent. Often they might have suitably mysterious and flowy clothing to up their mystique and style, and a dagger or staff, just in case, along with whatever other minor elements that your backgrounds and One Unique Thing may suggest.

Witches who trade their knowledge and wares shrewdly start with 25 gp. Witches who listen too often to their familiar's investment advice start with 1d6 x 10 gp.

Armor

Most witches wear little to no armor, and tend to prefer flowing ominous robes, or whatever is the most intriguing and dark fashion around. The Witches who go out adventuring can get away with some padding and leather for protection though.

Witch Armor and AC

Type	Base AC	Attack Penalty
None	10	--
Light	11	--
Heavy	13	-2
Shield	+1	-2

Weapons

Witches are a bit handier than most with small, sharp weapons like wicked daggers and the like. Some more gung-ho witches might even pick up scythes – but most witches’ bread and butter is in their spells. While witches tend to rely on their spells or a handy blade, there are times when a javelin or crossbow are what’s needed for the job - especially where magic needs to be used sparingly.

Witch Melee Weapons

One-Handed	Two-Handed
Small	
1d6 wicked dagger	1d8 club
Light or Simple	
1d6 shortsword, hatchet	1d8 scythe, staff
Heavy or Martial	
1d8 (-2 atk) longsword	1d10 (-2 atk) halberd

Witch Ranged Weapons

Thrown	Crossbow	Bow
Small	1d4 hand crossbow	--
1d6 wicked flying dagger		
Light or Simple	1d6 (-1 atk) light crossbow	1d6 (-2 atk) shortbow
1d6 javelin		
Heavy or Martial	1d8 (-3 atk) heavy crossbow	1d8 (-3 atk) longbow
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Basic Attacks

Melee Attack

At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Damage equal to level.

Ranged Attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: --

Multiclassing

When multiclassing your Witch, use the Cleric’s row on the Key Ability Modifier table. If you are multiclassing with the Cleric, your Key Ability Modifier is Str/Wis. The Witch is not a martial class, and so suffers the weapon damage die penalty.

Witch Level Progression

Level	Total Hit Points	Total Feats	Spells	Spell Level Available	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1 Multiclass	(Avg. of both classes) x 3	As 1 st level PC	3	1 st level		Ability modifier
1	(6 + CON mod) x 3	1 Adventurer	4	1 st level		Ability modifier
2	(6 + CON mod) x 4	2 Adventurer	5	1 st level		Ability modifier
3	(6 + CON mod) x 5	3 Adventurer	5	3 rd level		Ability modifier
4	(6 + CON mod) x 6	4 Adventurer	6	3 rd level	+1 to 3 abilities	Ability modifier
5	(6 + CON mod) x 8	4 Adventurer 1 Champion	6	5 th level		2 x Ability modifier
6	(6 + CON mod) x 10	4 Adventurer 2 Champion	7	5 th level		2 x Ability modifier
7	(6 + CON mod) x 12	4 Adventurer 3 Champion	8	7 th level	+1 to 3 abilities	2 x Ability modifier
8	(6 + CON mod) x 16	4 Adventurer 3 Champion 1 Epic	8	7 th level		3 x Ability modifier
9	(6 + CON mod) x 20	4 Adventurer 3 Champion 2 Epic	9	9 th level		3 x Ability modifier
10	(6 + CON mod) x 24	4 Adventurer 3 Champion 3 Epic	10	9 th level	+1 to 3 abilities	3 x Ability modifier

Witch Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, and Feats are level dependent.

Ability Bonus	+2 Wisdom or Strength (Different from Ancestral Bonus)
Initiative	Dex mod + Level
Armor Class (Light Armor)	11 + middle mod of Dex/Con/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	8
Recovery Dice	(1d6 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 (4 at 5 th level; 5 at 8 th level)
Talents	3
Feats	1 per Level

Class Features

Spellcasting, Jinxes, and Banes

Witches are attuned to nature around them. Through means of folk-learning, traditions, and a connection to the old ways, Witches can prepare a variety of spells that may bend the wrath of nature against their enemies, turn the vagaries of fortune out of their favor, or imbue potions, brews, and broths with great power. The spellcasting ability score for most Witch spell attacks and effects is Wisdom, reflecting the need to have a deep and intuitive understanding of the world around you and how to work with it. Strength is also important for certain effects, reflecting the Witch's ability to withstand the forces wracking their body as they guide Fate and Nature to their whim, and are guided by them in return.

Jinxes and Banes are special types of spells peculiar to the Witch class. A Witch's ways are subtle, but very effective with the smallest bit of additional set-up. Many (but not all) Witch spells will be categorized as either a Jinx or a Bane. A Jinx spell that successfully hits a target will Jinx them in addition to any other effects. An enemy that has been Jinxed must save against any effects that may have been applied as well as the Jinx itself. The fact of being Jinxed doesn't do anything on its own, just gives the afflicted foe the sense that something bad is going to happen soon...

Jinxes typically do somewhat less damage, if any, but will usually hinder foes with an ongoing effect. Once an enemy has been Jinxed, you may then use a Bane spell on them, which will immediately end the Jinx and any effects caused by it, but the Bane spell will inflict more serious harm, a greater effect, or both.

A Bane spell cannot be used against a target that is not currently Jinxed, though any Bane spells that can affect

multiple enemies only needs the primary target to be Jinxed, unless otherwise stated.

You may have a number of Jinxes active simultaneously equal to your Strength modifier (minimum of 1), but only one Jinx will be ended per Bane. Mook groups count as one enemy for the purposes of Jinxes and Banes.

Adventurer Feat: Saves to end the Jinxed effect (not effects caused by Jinx spells) are now 12+

Champion Feat: On your first turn each battle, you may choose an enemy to immediately be considered Jinxed.

Choice of Implements

Witches often get their power from nature through study and intuition. Some Witches have their power granted to them by some outside force, perhaps one they commune with through their familiar. In either case, Witch magic is considered to be arcane, including with their potions and brews. Most Witch's implements will be wands and staffs – though maybe yours is Unique in a particular way.

Spell Categories

There are three categories of spells available to Witches: *Hexes and Curses*, *Nature and Weather*, and *Potions and Brews*. All Witches are good at controlling the battlefield to frustrate their foes and aid their allies, but each category is a little better at some things than the others are. As you level up, you can select your available spell slots from among any of the categories. Focusing on one category can specialize you narratively and mechanically, or you can spread out your choices for more versatility.

The Cauldron

Would one be a Witch without a good cauldron? Not only is it the centerpiece of any good hut, but you can use your cauldron to create a few potions that you and your allies will find handy on your adventures. There is the Potions

and Brews spell category for particularly potion-y spells and effects, which you presumably have available because at some point earlier you brewed them up in this Cauldron!

In addition to whatever spells you may take in the Potions category, **twice per full rest**, you may brew a Potion, produce a Poultice, or create a Concoction that you can use yourself or give to an ally. You can only have one such Concoction at a time. You may have created a Concoction at any point during a quick rest, but the process is too involved to start in battle. Taking or applying a Concoction requires only a quick action, and you decide the Concoction's effect the moment it is used. Feats grant access to new types of Concoctions. The basic types of Concoctions a Witch may make are as follows.

Healthy Draught: A Witch may create a concoction much like the healing potions one may find or purchase - of the Witch's tier or lower. In addition to the normal effects of a potion of each tier, the user heals an additional amount of HP equal to the Witch's Wisdom Modifier.

Poison Brew: A Witch may create a thick sludge that can be spread upon a weapon or arrow. A quick action may be spent to apply the poison to any melee or ranged weapon - the next Weapon attack to hit an enemy by the user will deal an additional d8 of poison damage per adventuring tier of the Witch.

Adventurer Feat: Grants access to the Remedy of Resolve. Additionally, the Poison Brew now adds an additional amount of poison damage equal to the Witch's Strength modifier (x2 at Champion Tier, and x3 at Epic tier).

Remedy of Resolve: The user of this Concoction may immediately make a save against a save-ends effects currently afflicting them. If they fail, their next save has a +1 bonus. They also heal an amount of HP equal to your Wisdom Modifier.

Champion Feat: The Witch may now create *three* Concoctions per full rest, and Healthy Draughts and Remedies of Resolve now heal an additional amount of HP equal to the Witch's wisdom modifier multiplied by 2 at Champion tier, and by 3 at Epic tier. Additionally the Witch may now create the Elixir of Eliding.

Elixir of Eliding: The user of this concoction gains Resistance 14+ to two different damage types, untyped damage excepted, for five minutes, or for the duration of a battle. Alternatively, the user gains Resistance 12+ to untyped damage only for the same period.

Epic Feat: The Witch may now create *four* Concoctions per Full Rest, and have two Concoctions active at a time. Additionally, they may make one Healthy Draught per rest

without counting against their limit of four Concoctions during that Full Rest.

Ritual Magic

Witches can cast their spells as rituals (See page 192 of the Core Book). Casting a ritual as part of a coven of Witches may have greater - though perhaps less controllable - effects. GMs should take that into account should your Witch find themselves with a coven of like-minded folks.

Talents

As part of character creation, choose 3 of the following class talents.

Familiar

Familiars are a very common sight in Witch huts, and some claim that Familiars are where they get their powers from! That's up to you and the story of your character. You may optionally choose to have a Familiar without taking this talent, however it will not have any bonuses for free. If you want your familiar, if you have one, to take a more active role, use the rules from the Wizard's Familiar talent (core rulebook, page 149-150) with the following changes particular to witches. Witches familiars can take all kinds of forms, but are most often animals, and popular choices include cats, ravens, owls, spiders, All witch familiars are **Talkative** and possess one other power of your choice from those available under the Wizard Familiar talent, with the exception of **Tough**. An additional power available to your familiar is the **Diabolic** talent found with the Book of Demons' Demonologist class (Page 15).

Haruspex

Special: You may not select this talent if you have already selected the **In Thunder, Lightning, or in Rain** or **Toil and Trouble** talents.

You may choose an extra Hexes and Curses spell at the highest level you know, on top of your normal total spells known.

Adventurer Feat: You have a deeper understanding of the weave of fate and how it binds and controls people. When rolling a background check related to a curse, fate, or prophecy, you have a +3 bonus to the check.

Champion Feat: Once per full rest when you end a Jinx effect on a foe using a Hexes and Curses Bane spell, you may inflict the effect associated with the Jinx that was just broken on another foe in the battle.

Epic Feat: Once per battle, when a Jinx caused by a non-Hex list spell is ended by a Bane that is a Hex or Curse, you may maximize the result of two of the damage dice from that Bane after seeing the result of the damage roll.

In Thunder, Lightning, or in Rain

Special: You may not select this talent if you have already selected the **Haruspex** or **Toil and Trouble** talent.

Pick a damage type among Cold, Fire, Lightning, or Thunder – whichever your Witch associates most strongly with. Certain Nature spells may use that as their damage type if you like, as listed in their descriptions.

Once per battle, or once per scene you may cause or predict a relatively minor, small-scale shift in the weather as a quick action. Perhaps a sudden gust of wind fills your boat's sails saving time on a trip, or a surprising flurry of snow casts a chill on the battlefield. Was it your magic, or did you just know something no one else did? Who but the Witch can say? This acts similarly to the Ranger's Terrain Stunt, or the Rogue's Swashbuckle – a narrative effect used for story purposes out of battle, or for a temporary benefit in battle. Greater effects may be achievable through feats, or by expending an appropriate spell.

Adventurer Feat: Whenever making a background check when working with the weather or the climate, you have a +3 bonus to the check.

Champion Feat: You gain resistance 13+ to the damage choice you selected with this talent. If you use the improv effect in a battle and your next Nature and Weather spell attack uses that damage type, that attack has a +2 bonus to hit.

Epic Feat: **1/day** you need only expend an appropriate Nature and Weather spell and you may call upon dramatic shifts in the climate. Such effects may be temporary if the shift in weather was dramatic, such as when calling a sandstorm upon a city in a snowy alpine climate, or a sudden tempest on a clear day. Alternatively, you may make existing weather stronger, more frightening, or longer lasting. Major weather shifts could have big effects on the story, so DMs, work with your player to figure out what makes sense and what the results will be.

Toil and Trouble

Special: You may not select this talent if you have already selected the **Haruspex** or **In Thunder, Lightning, or in Rain** talents.

You may brew one additional Concoction with your cauldron per day.

Adventurer Feat: Gain +1 to PD.

Champion Feat: Your hands are calloused and you have grown wise to the way of poisons and acids. Gain resistance 13+ to Poison or Acid.

Epic Feat: Gain resistance 13+ to whichever you didn't pick for the champion feat.

Enchanté

Special: You may not select this talent if you have already selected the **Wicked** talent.

Are you a Good Witch?... If you select the Enchanté talent you may replace all references to Strength in Witch class features, talents, spells, feats, etc. with Charisma.

Additionally, **once per battle** when you break an enemy's Jinx with a Bane, you may choose to grant an ally engaged with that target an amount of temporary HP depending on the level of spell used to break the Jinx.

1st: 10 HP

3rd: 2d8+10

5th: 2d10+15

7th: 2d12+20

9th: 2d12+30

Champion Feat: People you speak with are enchanted by your wise words and kind presence. Once every other scene, gain a +2 bonus to any background check involving persuasion or bringing calm measured thought to a situation.

Epic Feat: **1/full rest** you may target 1d3 allies with the temporary HP for a broken Jinx. Only one ally needs to be engaged with the foe whose Jinx broke, the remaining targets need to be nearby the engaged ally. For each additional target past the first, add a die to the rolled temporary hp, and split the total among all targets – rounding up.

Wicked

Special: You may not select this talent if you have already selected the **Enchanté** talent.

... Or a Bad Witch? **Once per battle**, if an enemy successfully saves to end a Jinx, you may Cackle wickedly, forcing that enemy to reroll the save against the Jinx. Whether or not the enemy succeeds on the reroll, attacks against that target have a +2 bonus until the end of its next turn. **One more time per battle** if a target saves against a Jinx, you may Cackle again, this time applying only the +2 to hit that creature – no reroll.

Champion Feat: Your foe saved despite your most wicked cackle? Even so, now they know what fear feels like – the foe that saved is now *Afraid* (as the *fear* effect) of you until the end of their next turn, regardless of their current HP.

Epic Feat: Your foes fear your wicked cackle. Now any time you Cackle, all other foes on the battlefield with an active Jinx effect fear you as the Champion feat. If there are no other foes with an active Jinx, one becomes *afraid* at random.

Defying Gravity

You've got a broomstick and you can even almost fly with it. Whether on a broomstick or in a cauldron or however your Witch prefers to sail through skies, they can do so – but they probably need to be in or on something to find any real success. No flying with nothing in hand!

In **Adventurer tier**, your flight is more akin to a fling – **2 times per full rest** you can 'fly' somewhere you might not be able to reach normally, whether that is onto the roof of a shortish building, onto a not-especially tall cliff, or across an inconveniently wide river. In battle, this works like the normal flight rules, except that you're not graceful enough to pull off a swooping attack. It's a good way to get out of a sticky situation without needing to disengage, get a terrain advantage, or both.

In **Champion tier**, **2/full rest** you can now pull off proper flight for 5 minutes at a time out of battle, or for the entirety of a battle. You're also much more graceful when flying and landing, and can now pull off swooping attacks. You can fly about as fast as you can move around on land, unless you take the Champion feat below.

In **Epic tier** you have truly mastered the skies. You can float around as you like as a move action in battle, and out of battle for ~10 minutes at a time before you need a break. **2/full rest** you can fully fly for an hour at double speed. In battle you're swift and graceful, but the pressure of it all means you move as fast as you normally do unless you took both feats below.

Adventurer Feat: Recharge 16+ for effects that are 2/Full Rest after both uses are expended. You get both back on a success.

Champion Feat: You can now carry someone with you when you're flying, or if you're on your own move faster. Out of battle, flying on your own gets you about twice as far as you would have running that distance and at Epic tier you're that much faster too. Alternatively, you may bring a friend for the ride. Once per battle while you are flying, you may choose EITHER to move two range bands with one move action OR you may bring a friend with you on one of your move actions.

Soothsayer

Once per battle before a d20 is rolled for any reason by any participant in the battle, you may call out what you think the natural result of the roll will be.

If you are precisely correct about the natural result of the roll, you may grant yourself or an ally a +3 bonus to any d20 roll they make at any point during this battle, before or after they determine the result. Alternatively, you may

grant a -3 penalty to any d20 roll an enemy makes during this battle before or after the result is determined.

If you are one off the result – for example if you called out a 13 but the enemy rolled a 14 - you have a +/- 2 you may apply with the same rules as above.

Finally, if your guess is 2 off from the actual result, you have a +/- 1 you may apply following the same rules as above.

If you are completely wrong, you should get better at reading tea leaves and signs in the stars. You gain or grant no bonus or penalty to the roll, however the enemy that made the roll or was the target of the check is Jinxed. If no specific target makes sense, a random enemy in the battle.

Out of battle, you may do the same thing – once every other *scene*, you may guess the natural result of an ally's background roll ahead of time. If you are correct, you may add a bonus to that roll, or the next background check made by you or an ally in this scene or the next, where greater accuracy means a greater bonus.

Adventurer Feat: Once per day, you may make two guesses in a given battle.

Champion Feat: You gain a +2 bonus to a background related to soothsaying, visions, or other divinations (max of +5), or if you do not already have one, you gain two points in a new, appropriate soothsaying background.

Epic Feat: Once per day, your vision is especially impactful. If you are correct to any degree about the result, one time later that battle you may allow an ally to roll twice and take the higher result, or force an enemy to roll twice and take the lower.

Bewitched

Once per full rest you may temporarily bewitch those around you, giving you a better chance of getting away with your manipulations. Gain a +4 bonus to a background check where you need to be sneaky, hide yourself, or beguile those around you with your witchy ways.

Adventurer Feat: Once per day, when you are hit by an engaged foe or by a close-range attack, you may bewitch your foes and allies as an interrupt action and move yourself a distance you could have gone in one move action, instead taking no damage from the attack. Turns out you were there the whole time.

Champion Feat: You may now bewitch your foes **twice per day**. Using Bewitched to avoid an attack now works against ranged attacks as well, and the foe whose attack activated the ability now has a Jinx on them.

Spells

All Witches get access to the Wizard's Disguise Self, Message, Water Breathing, and Scrying utility spells as they gain levels. Additionally, starting at level 3, The Witch has access to a new Utility Spell – the Witch's Hut. The Witch may replace any of their spell slots with a Utility Spell, which will allow them to cast any of the utility spells they have access to at that level.

Adventurer Feat: Each *utility spell* you take lets you cast two spells from the utility spell options instead of one.

Champion Feat: As above, but you can cast three instead of two.

3rd Level Utility: Witch's Hut

Ranged Spell ♦ Daily

Effect: This spell allows you to magically create a cozy hut to your liking, though it's a bit cramped when you're starting your witchy career. The hut may appear anywhere you could walk to within 60 feet, and it constructs itself from whatever materials it may find nearby – be it alley junk, logs, rocks, and moss out in the forest, or sand and stone out in the desert.

When active, the hut's door (and windows, if you choose to have them) are considered to be under the effects of a *Hold Portal* spell one spell tier lower than the level *Witch's Hut* was cast at. This effect applies as well to the rest of the Hut, if something may wish to destroy it. Though full destruction of the hut may take a little while longer. The hut is as cozy (or as dank) inside as you wish, and you find it to be a comfortable place to relax and conduct Witchy business, like potion brewing. There is about 10 square feet of space inside, which may get a bit cramped if you let your friends in, and it's just barely tall enough for the tallest member of your party to stand up straight in.

The hut lasts for 8 hours, after which point the hut reverts to being normal material again, and may collapse before long, depending on how rickety the material it made itself out of is. Casting *Witch's Hut* a second time while an earlier casting remains active, or during a short grace period after the magic fades, extends the Hut's lifetime to 24 hours total. Afterwards, each successive casting adds an additional 24 hours of life to the Hut.

5th level Spell The Hut can now move on little feet that sprout out of the bottom, which can be retracted and unnoticeable when the hut is at rest. It can move with you and anyone who can fit inside, or it can move on its own if you would like it to. It will only move in this fashion for two hours, at about half of normal walking speed. When you cast the spell, you have greater control over the hut's appearance, and can make it look more or less as you like, though it still constructs itself from the available materials in its surroundings.

7th Level Spell The Hut's legs get longer and taller, and the hut interior itself becomes 15 by 15 feet, making a much roomier environment. It still only takes up 10x10 feet externally, though. The hut can now move at normal walking speed for four hours. You can command your hut to hide, at which point it will attempt to blend in to its surroundings, looking like a pile of detritus or a small hill, depending on the material it made itself from when you cast the spell, rather than a hut. On the opposite end, you can command your hut to warn you if certain conditions are met – say a dragon comes within 250 feet of the hut. The Hut notices things using a background check rolled by the Witch, if a roll is necessary.

9th Level Spell The Hut's legs have reached their full, gangly length, and can now move at double normal walking speed as long as you would like the hut to do so so long as the spell remains active. Your hut is very personalized to your preferences now, and has three rooms inside, which can be as large as 25 x 25 feet each. The hut's exterior is still 10x10 feet. Three castings of the *Witch's Hut* spell will now cause the hut to last for a month, with an additional month added for each casting afterward while the magic remains active.

Hexes and Curses

If there's one thing people know about witches, it's to not give them a reason to curse you. Here's what happens when someone gives you a reason to curse them.

1st Level Hexes

Gnawing Doubt

Ranged Jinx Spell ♦ **At-Will**

Target: One nearby or far away enemy.

Attack: Wisdom + Level vs. MD

Hit: 1d8 psychic damage, and 3 damage whenever that enemy's natural attack roll is less than 11, save ends.

Miss: Damage equal to your level

3rd level spell 3d6 damage, 5 for nat <11.

5th level spell 4d8 damage, 8 for nat <11.

7th level spell 5d8 damage, 15 for nat <11.

9th level spell 6d10 damage, 25 for nat <11.

Adventurer Feat: Add damage equal to your Wisdom modifier to the initial damage.

Champion Feat: The additional damage now triggers for natural attack rolls below 13.

Epic Feat: Any time an affected foe targets you with an attack, they take the additional damage immediately before the roll, and will again if they meet the trigger condition.

Whispers of Despair

Ranged Bane Spell ♦ **At-Will**

Special: If you have the *Haruspex* talent and you target an enemy hit last round by the spell *Bottled Banshee's Shriek*, you may maximize one rolled damage die from this spell in Adventurer tier, two in Champion, and three in Epic.

Target: One nearby Jinxed enemy

Attack: Wisdom + Level vs. MD

Hit: 2d6 + Wisdom modifier psychic damage, and target is vulnerable until the end of your next turn.

Miss: Damage equal to your level + wisdom modifier.

3rd level spell 4d6 damage

5th level spell 5d8 damage

7th level spell 8d8 damage

9th level spell 8d12 damage

Adventurer Feat: If the target misses an attack while under an effect caused by this spell, they take psychic damage equal to your Wisdom modifier.

Champion Feat: Vulnerability is now save ends.

Epic Feat: A creature with less than 100 current hp who fails a vulnerability save stops being vulnerable, but is now affected by Fear.

Commination of Blight

Ranged Bane Spell ♦ **Once per battle**

Target: One nearby Jinxed enemy

Attack: Wisdom + Level vs. PD

Hit: 2d6 + Strength poison damage and the target takes half that damage the next time it uses a move action, half of that the next time, and so on. Save ends.

Miss: Half damage, no ongoing.

3rd level spell 3d8 damage

5th level spell 4d10 damage

7th level spell 6d10 damage

9th level spell 2d4 x 10 damage

Adventurer Feat: One battle per day make the dice one size bigger. E.g.: d8s become d10s

Champion Feat: Now the persistent damage is hard save ends.

Epic Feat: If another enemy is engaged with the same person as the target of this spell, they also begin taking the half damage for movement, save ends.

Poor, Unfortunate Soul

Ranged Jinx Spell ♦ **Recharge 6+**

Target: One nearby or far away enemy

Attack: Wisdom + Level vs. MD

Hit: The target must move as you please; choose whether and where the target moves with a move action. The target must do so on their turn, but may do so at any point. You may not move the target such that they are far-away from your allies unless they were already far away, and you also may not move the target into something that harms them – such as off a cliff, or into fire, for example. Save ends. Easy save for enemies a tier higher than the caster, until end of caster's next turn for enemies two tiers higher.

Miss: Immediately roll for the Recharge. On success, the spell immediately recharges. On failure, the target takes miss damage equal to your level + your Strength Modifier as they mentally shake off the curse.

Adventurer Feat: On the first round, and any time the target rolls a natural 1-5 to save, you decide when the enemy makes the movement.

Champion Feat: You may choose to forgo the movement for a turn to instead catch the target's voice. They take a -4 penalty this round to any attack or ability that reasonably makes use of their voice, or if they have a special ability to command allies for example, you may cancel that, or halve the effect – depending on what makes sense to the DM. Any limited ability interrupted this way is not expended.

Epic Feat: You can now move an enemy into harm's way, dealing 5d8 damage before the target returns to relative safety (If they are moved off a cliff, they catch onto the edge and climb back up).

Fata Morgana

Close-quarters Spell ♦ Daily

Target: One engaged enemy.

Attack: Wisdom + Level vs. MD

Hit: When cast, pick one enemy you are engaged with. The next attack (even from enemies) that hits the target grants 2d6 temporary hit points to the attacker. Save ends.

Miss: The spell recharges for the next fight.

3rd level spell 3d6 temporary HP.

5th level spell 3d8 temporary HP. The next two times someone hits the target, the attacker gains temporary hp.

7th level spell 4d8 temporary HP. Grant temporary HP three times.

9th level spell 5d8 temporary HP. Grant temporary HP four times.

Adventurer Feat: Allies now gain temporary HP when attacking the target, not just on hits, consuming one granting of temp hp.

Champion Feat: Add wisdom mod x 2 to the granted temporary HP for allies (x3 at epic tier)

Epic Feat: Hard save ends

3rd Level Hexes

Snuff out the Light

Ranged Bane Spell ♦ Recharge 16+

Special: If you selected the *Haruspex* talent and a target is Dazzled from the flash of light from Fay Light or a similar effect, +2 to hit them.

Target: 1 nearby Jinxed enemy.

Attack: Wisdom + Level vs. AC

Hit: 7d8 + Strength modifier negative energy damage, and is stuck, save ends. The target and any stuck foes nearby the target(s) of this attack take 5 damage for each turn they are stuck while the effect is active.

Miss: Half damage.

5th level spell 8d10 damage, 10 stuck damage per turn

7th level spell 3d4 x 10 damage, 20 stuck damage

9th level spell 3d6 x 10 damage, 40 stuck damage

Adventurer Feat: Target 1d2 enemies with this attack.

Only one need be Jinxed, but only Jinxed foes are stuck.

Champion Feat: Hard save ends.

Epic Feat: Target 1d3 enemies.

Fay Light

Close-quarters Spell ♦ Recharge 11+

Target: One nearby ally

Effect: The targeted ally heals 7 hp per round each time their turn comes up for the remainder of battle, or until they are hit by an attack, ending the healing. When struck, the Fay Light bursts into a shining nova, Dazzling the enemy. They have a -2 penalty to attacks, save ends.

5th level spell 15 hp per round.

7th level spell 25 hp per round.

9th level spell 35 hp per round.

Adventurer Feat: One other enemy engaged with the target is also Dazzled by the flash of light. If there is no other engaged enemy, the target heals an additional amount of hp equal to your Wisdom modifier before taking the damage from the attack.

Champion Feat: 1d3 enemies engaged with the target or grouped with the enemy are also struck by the flash of light. If you cannot target as many enemies as you rolled, your ally heals your Wisdom Modifier in hp for each Dazzle that cannot be applied.

Epic Feat: The triggering enemy is now Dazed instead of Dazzled.

Curse of Conscience

Ranged Jinx Spell ♦ Recharge 6+

Interrupt Action

Target: One enemy about to use an opportunity attack on you or an ally

Attack: Wisdom + Level vs. MD

Hit: Target suffers a crisis of conscience about attacking you and your allies. If the target chooses to go through with this opportunity attack and future ones, they take a -2 penalty to AC, save ends. Even if they skip the attack they are considered Jinxed.

Miss: Target takes your level + Wisdom modifier damage as they power through the regret.

5th level spell Penalty to AC now also applies to PD

7th level spell Miss damage is now double your level.

9th level spell Penalty is now -4 to AC and PD.

Adventurer Feat: Deal the miss damage effect on hits too.

Champion Feat: Damage effect is now Level + Wisdom Modifier x 2 (x3 at Epic)

5th Level Hexes

Eye of Newt and Toe of Frog

Ranged Bane Spell ♦ Daily

Target: One Jinxed target with 140 or fewer hp.

Attack: Wisdom + Level vs. PD

Hit: Target is turned into a frog (or similar creature of your choice), save ends. While befrogged, the enemy is considered Vulnerable, and cannot make their normal attacks, except for a special frog attack that deals half their level in d4s in damage. The target remains a frog until hurt, which immediately ends the effect.

Miss: Target is vulnerable, save ends.

7th level spell Target with 220 hp or less

9th level spell Target with 400 hp or less

Champion Feat: On a miss, you may choose to forgo causing vulnerability to instead recharge the spell during the next quick rest.

Epic Feat: Hard save ends (16+).

Witch's Hex Mark

Ranged Jinx Spell ♦ Daily

Effect: Nominate an ally to temporarily be 'Hex-marked'. One enemy that ally attacks before the end of their next turn will be Jinxed, their choice which. This effect lasts for a number of rounds equal to your Strength modifier, minimum of 1. If an enemy engages with you while this spell is in effect, or this spell is cast while engaged, make the below attack against the engaged enemy.

Target: One enemy who moves into engagement with the caster, along with 1d2 grouped near enemies, if any.

Attack: Wisdom + Level vs. MD

Hit: 5d12 + Wisdom Modifier Psychic or Fire damage to the triggering target, half to the rest. The triggering target additionally has a -2 penalty to MD, save ends. All targets are Jinxed.

7th level spell 8d12 damage.

9th level spell 2d6 x 10 damage. The MD penalty now also applies to PD.

Champion Feat: Up to 1d3 additional enemies now.

Epic Feat: The triggering target now also takes 20 ongoing damage of the chosen type, save ends all Hex Mark conditions.

7th Level Hexes

By the Pricking of my Thumbs

Ranged Jinx Spell ♦ Recharge 16+

Special: If you selected the *Haruspex* talent, any enemies engaged with you other than the target take half damage. If no enemies are engaged with you, 1d2 nearby enemies are Dazzled (-2 to attacks) save ends.

Target: One nearby enemy

Attack: Wisdom + Level vs. MD

Hit: 7d8 + Strength Modifier damage, and target is stunned until the end of your next turn

Miss: Half damage and the foe is Dazed until the end of your next turn. You take half of the miss damage.

9th level spell 9d8 damage.

Champion Feat: You no longer take damage on a miss.

Epic Feat: The d8s become d10s

The Witch's Curse

Ranged spell ♦ Daily

Special: Once per level, and only when someone has directly wronged you, sought you specifically to seek your magical aid, or shown you a tremendous failure of character when given the opportunity to be a kind person.

Effect: You place a curse on the individual who has wronged you, shown tremendous hubris, or been needlessly cruel. This can take any number of effects limited essentially to your imagination, but the curse is most effective when it is made a suitably ironic punishment for the person targeted by the curse. The effects of the curse cannot kill the target on their own, only make their life inconvenient, or painful. For inspiration, look to many Disney movies, the witches from Macbeth (though their influence is much more subtle), and all sorts of fairy tales old and modern. When you set the curse, you must enumerate a way to break the curse that will be known by the target – often by completing a whimsical task, or by gathering certain objects. Once the target does so, they are freed from the curse. The curse will be relatively minor and limited if targeting a relative nobody, or larger and more dramatic if targeting, say, the cold-hearted Prince of a land. But know you are creating a powerful motivation. The target knows you have cursed them, and many people in the area will know as well. They may praise you for putting one over on the cruel overlord, or may spurn and hate you for your own cruel and mercurial ways.

9th Level Hex

Something Wicked This Way Comes

Close-quarters Bane Spell ♦ Daily

Special: When this spell is used to break the Jinx placed by 'By the Pricking of my Thumbs', the Jinx instead remains unbroken and the target gets no chance to save against it on its next turn. The target's stun effect becomes easy save ends, and are Shocked (roll d20s twice and take the lower) instead of weakened by this spell *after* they save against being stunned.

Target: One near or far Jinxed enemy.

Attack: Strength + Level vs. PD

Hit: The enemy takes 3d8 x 10 + triple your Wisdom modifier in damage and is Weakened. Choose an ally to get +2 on their next d20 roll. If that roll is a natural even, the bonus remains until they roll a natural odd. If you have no allies left to gain this ability, the escalation die rises by 1, and you take on a +3 to all your d20 rolls for the remainder of battle. The chosen ally, or yourself if none are available, may engage or become nearby to the target as a move action so long as that enemy is on the battlefield and the effect remains active.

Miss: Damage equal to triple your level, and an ally gets the +2 on evens effect.

Epic Feat: Two allies, one of which may be yourself, now gain the +2 on natural evens. If either one rolls a natural odd, they both get the +2 back for the next round, and so on. If only one such ally remains standing, that person gains the +3 to all d20 rolls for the remainder of battle.

Nature and Weather

People come to witches hoping for good news about the weather and the coming crop. Sometimes they have it. Other times, the world has a different plan.

1st Level Nature Spells

Scouring Sirocco

Close-Quarters Jinx Spell ♦ At-Will

Special: Damage may match your *In Thunder Lightning* or *in Rain* choice.

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 1d8 + Strength Modifier fire or cold damage

Miss: Half damage

3rd level spell 2d6 damage

5th level spell 5d6 damage

7th level spell 6d8 damage

9th level spell 7d10 damage

Adventurer Feat: You may choose to attack two nearby enemies. Make an attack against each, but roll the damage only once. Missed targets take half of the split damage

Champion Feat: Both targets now take full damage.

Epic Feat: After rolling the damage, you may reroll one of the dice

Stormstrike

Ranged Jinx Spell ♦ At-Will

Target: One nearby enemy

Attack: Wisdom + Level vs. AC

Hit: 1d10 + Wisdom Modifier Lightning or Thunder damage

Natural 16+: As a hit, and the target is Dazzled (-2 to Attacks), save ends.

3rd level spell 3d8 damage

5th level spell 5d8 damage

7th level spell 7d8 damage

9th level spell 9d8 damage

Adventurer Feat: Now does miss damage equal to your level.

Champion Feat: If the target and one other enemy are engaged with the same person, the other enemy is also Dazzled on 16+, save ends.

Taken by the Wind

Ranged Bane Spell ♦ Once per battle

Target: One nearby or far-away Jinxed enemy

Attack: Wisdom + Level vs. PD

Hit: 2d4 damage, and target is forced to move away from you: Engaged to Nearby, Nearby to Far, etc. If engaged, they are popped free. The enemy cannot be targeted by an opportunity attack if a foe is pushed in this way. If the target is flying, they must land, and cannot fly again until after the end of their next turn.

Miss: Damage equal to your level, flying foes must land, but can take off again on their turn.

3rd level spell 4d4 damage, and one ally may make an opportunity attack

5th level spell 4d8 damage. If an engaged ally will promise the target heaven, the foe can instead be knocked to the ground. Target is Vulnerable and cannot Disengage or Pop Free until the end of their next turn.

7th level spell 6d8 damage. A foe knocked flat now also triggers an opportunity attack.

9th level spell 2d4 x 10 damage.

Adventurer Feat: If it makes sense for the target to smash into another foe, both the target and that foe take your Strength Modifier in damage (2x at Champion, 3x at Epic). Flying targets always take this damage.

Champion Feat: Two engaged allies may take attacks of opportunity with their respective reactions.

Epic Feat: If an ally is engaged with a pushed target, they can be Taken by the Wind unharmed along with the target if they would like.

Rime

Close-quarters Jinx Spell ♦ Once per battle

Special: If the target is in water or if Soothing Rain is in effect and the target is engaged with your ally, they must spend a move action to make a save against the hoarfrost.

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: The target is covered in hoarfrost. Until they spend a move action to shake it off, or are hit by an attack which breaks the frost, they cannot move. If the enemy is hit by an attack while covered in hoarfrost, they take **8** additional cold damage.

3rd level spell 15 damage

5th level spell 22 damage

7th level spell 30 damage

9th level spell 45 damage

Adventurer Feat: When the ice breaks, the target takes their level in cold damage.

Champion Feat: The ice shatters explosively – ice breaking damage is dealt to any nearby grouped enemies.

Old Heat of a Raging Fire

Close-quarters Spell ♦ Daily

Special: If you have selected the *In Thunder, Lightning, or in Rain* talent, the damage type is based on the resistance you selected. Feel free to rename the spell to match! Each type also has a special bonus.

Thunder: Dazzles (-2 to attacks) foes that attack the recipient until the end of their next turn. An amount of foes equal to your Strength Modifier (minimum 1) can be Dazzled at a time in this way. Each enemy can only be Dazzled in this way once.

Cold: -5 to disengage checks made by target's engaged enemies, or +5 to the target until the end of your next turn.

Fire: Deals ongoing fire damage equal to your wisdom modifier (x2 at Champion, x3 at Epic) to enemies engaged with the target. This is added onto the ongoing damage bonus unlocked at 5th level.

Lightning: Target may pop free from engagement after attacking, if they wish.

Target: One nearby or far-away ally

Effect: Target deals additional fire damage with their attacks equal to your Wisdom Modifier for a number of rounds equal to your Strength Modifier + 1.

3rd level spell 1d8 + Wisdom Modifier fire damage

5th level spell 2d6 + Wis Mod, and engaged enemies now take 5 ongoing fire when they begin their turn engaged with the target, save ends.

7th level spell 2d12 + Wis Mod, 10 ongoing, and enemies start taking the ongoing once the target of this spell engages them.

9th level spell 3d12 + Wis Mod, 20 ongoing

Adventurer Feat: Target gains temporary hp equal to your Wisdom Modifier (x2 at Champion, x3 at Epic) when this spell is cast on them.

Champion Feat: If your ally is knocked unconscious while this spell is active, they are considered unconscious as normal, but on their next turn they can still take all of their actions as the burning heat within keeps them going for one last strike. If they defeat an enemy (or the last mook of a group) with this last set of actions, they recover as though they had rolled a natural 20 on a death save. Otherwise, after this set of actions they become helpless and unconscious as normal, rolling death saves.

Epic Feat: Enemies with less than 80 hp that end their turn nearby a target of this spell are affected by Fear while they are nearby.

3rd Level Nature Spells

Coldsnap

Close-quarters Bane Spell ♦ At-Will

Special: Damage may match your *In Thunder Lightning or in Rain* choice.

Target: Up to three enemies engaged with you, at least one of which must be Jinxed.

Attack: Strength + Level vs. PD

Hit: 2d6 + Wisdom Modifier cold or thunder damage

Miss: Damage equal to your level

5th level spell 4d6 damage

7th level spell 6d6 damage

9th level spell 8d6 damage

Adventurer Feat: Gain a +2 bonus on your next disengage check if you successfully hit at least one target who is still standing.

Champion Feat: One battle per day, upgrade the dice to d8s.

Epic Feat: One more battle per day, upgrade the dice to d10s.

Soothing Rain

Ranged Spell ♦ Recharge 11+

Quick action to Cast

Effect: A soothing rain covers the battlefield, easing your ally's aches and stress. Until the end of your next turn, one die from all of you and your ally's healing effects is maximized. This can also be used during a quick rest for one recovery from each ally.

5th level spell Additionally, allies enjoy a +2 bonus to MD

7th level spell The Soothing Rain lasts for 2 turns, or for two recoveries per character during a quick rest.

9th level spell Two dice are maximized in all healing rolls.

Champion Feat: Reroll a single 1 or 2 from any healing roll.

Epic Feat: Reroll all 1s and 2s from all healing rolls.

Boltberries

Close-quarters spell ♦ Recharge 16+

Quick action

Target: Self, or one nearby ally

Effect: For the remainder of battle, the target may move a distance that would normally take two move actions with only one. Additionally, the target may make disengage checks with a +2 bonus. If by the end of their turn the target has not used a move action since the end of their last turn, they take 1d4+2 damage that cannot be reduced by any means.

5th level spell The target may now end an effect causing the Stuck or Stunned condition on themselves by spending their move action. If the target of this spell hits with a melee attack while the effect is active, the damage dealt increases by one die of the type used by the melee weapon. Self-damage increases to 1d8+4.

7th level spell The target may now move anywhere on the battlefield with a move action, provided they have a way to get there. Self-damage increases to 2d8+6. Melee damage bonus increases to an additional die plus their Dexterity modifier (min 1) x2 at Champion tier, x3 at Epic.

9th level spell So long as there's ground to walk on to get somewhere, you can take advantage of it, vertical or otherwise. +4 bonus to disengage checks. Bonus damage is a die + their Dexterity modifier + your Wisdom modifier x 3. Self-damage increases to 2d12+12.

Adventurer Feat: You may expend a use of your daily Cauldron potion creations to create a concoction which allows yourself or someone of your choosing to gain a surge of energy allowing them to run with tremendous speed for two hours. Over the course of these two hours, the individual may run as far as they would normally be able to by running for an 8 hour span. Afterwards, the individual can then keep going as normal if they choose. Stopping for too long before the end of the effect will harm them. If the individual finds themselves in a fight, they will be under the effect of the spell for the duration of that battle, but the effect ends with that battle.

Champion Feat: You may now spend one Cauldron Concoction to create these potions for 1d4+3 people.

Epic Feat: An expended Concoction now lets you make a dose for up to 10 people.

Foggy Depths

Ranged Jinx Spell ♦ Daily

Target: 1d3 Grouped Nearby Enemies

Attack: Wisdom + Level vs. MD

Hit: Each affected target gains a penalty to their AC that round for each attack that targets them. -1 to AC after every attack that hits, -2 for each attack that misses. This penalty grows cumulatively to a max of -4. Enemies immune to fear effects have a cumulative max of -2. The depths last a number of rounds equal to your Strength Modifier (minimum 1).

Miss: If all available targets are missed, regain the spell during your next quick rest.

5th level spell Penalty now also applies to MD

7th level spell Penalty now may apply to PD or MD

9th level spell Penalty now applies to all defenses.

Adventurer Feat: Attacking an enemy affected by Foggy Depths now grants bonus damage equal to the caster's Wisdom Modifier.

Champion Feat: This ability now fully effects enemies immune to fear.

5th Level Nature Spells

Tempestarii's Call

Ranged Spell ♦ Recharge 16+

Special: Damage may match your *In Thunder Lightning* or *in Rain* choice.

Effect: A tornado or dust devil carries you up into a small storm cloud that then moves around the battlefield for two rounds. Each round it moves to a random enemy on the battlefield and makes the below attack. 1d2 additional enemies that are in a group with that enemy, or are engaged with the same person if any, are also targeted by this attack. This repeats on the next round, carrying you with it as it goes to another random enemy on the battlefield. Enemies cannot engage you while riding the cloud.

Target: One random enemy

Attack: Strength + Level vs. PD

Hit: 6d8 thunder damage

7th level spell 7d10 damage. Ranged attacks against you have a -2 to hit while you are riding the cloud.

9th level spell 10d10 damage

Champion Feat: 1d3 additional enemies may be the target of the Call.

Epic Feat: +2 to PD and MD while riding the cloud

Changing Climate

Ranged Bane Spell ♦ Daily

Target: All Jinxed enemies

Attack: Wisdom + Level vs. PD

Hit: Creates a localized storm, heat wave, or other similar weather over the battlefield that lasts a number of rounds equal to your Strength Modifier +1 (minimum 1). Any spell that deals cold, fire, lightning, or thunder damage that strikes an affected enemy maximizes one of its dice instead of being rolled.

7th level spell Nearby allies gain Resistance 12+ to cold, fire, lightning, or thunder while Changing Climate is in effect, chosen when the spell is cast.

9th level spell Resistance 14+, Maximize two damage dice.

Champion Feat: Foes that become Jinxed after casting Changing Climate are affected by it.

Epic Feat: While Changing Climate is in effect, Jinx saves are 1 point harder. (Normally, 12+.)

7th Level Nature Spell

Sleet Burst

Close-quarters Jinx Spell ♦ Recharge 16+

Special: Damage may match your *In Thunder Lightning* or *in Rain* choice.

Target: 1d4 grouped nearby or far away enemies

Attack: Wisdom + Level + 2 vs. PD

Hit: 6d6 cold damage and 4d6 ongoing cold to each target, save ends.

Miss: Ongoing damage only

9th level spell 10d6 damage, 6d6 ongoing

Champion Feat: You can now target 1d4 + 1 grouped enemies.

Epic Feat: If a target is critically hit they are stuck until they spend a standard action to end the effect.

9th Level Nature Spell

Tempest

Ranged Bane Spell ♦ Daily

Special: If your *In Thunder Lightning* or *in Rain* choice is fire, replace cold damage with fire

Target: All on the battlefield, but the enemy with the highest PD (any one if there is a tie) must be Jinxed on the turn the spell is cast.

Attack: Wisdom + Level vs. Highest enemy PD

Effect The Tempest lasts a number of turns equal to your Strength Modifier (At least 1). At the top of each round, roll the attack for the Tempest. On hit, all enemies take 40 damage that is simultaneously cold, thunder, and lightning type (hit each mook group once). On a miss, deal half damage. Additionally, your allies gain +2 to AC or each heal 10 hp at the top of each round – you choose which, witch.

Epic Feat: This spell does not end the Jinx effect on the primary target.

Potions and Brews

Usually, witches try to trick or convince their enemies into drinking their potions. Tossing the potions works just as well though.

1st Level Brews

Acidic Aspersion

Close-quarters Jinx Spell ♦ At-Will

Target: One nearby enemy

Attack: Wisdom + Level vs. AC

Hit: 1d6 acid damage, ongoing acid damage equal to Wisdom Modifier.

Miss: Damage equal to your level

3rd level spell 2d6 damage, 1d6+Wisdom modifier ongoing

5th level spell 3d6 damage, 2d6 ongoing

7th level spell 4d8 damage, 3d6 ongoing

9th level spell 6d8 damage, 4d8 ongoing

Adventurer Feat: The damage on hit now adds your Strength Modifier

Champion Feat: While the target is taking ongoing damage, they also have -1 to AC

Epic Feat: The AC loss also applies to PD.

I Bet You Weren't Expecting... This!

Melee Bane attack ♦ At-Will

Target: One engaged Jinxed enemy

Attack: Strength + Level vs. AC

Hit: As a normal melee attack with a small one-handed weapon (d6s), plus 7 poison damage.

Miss: Damage equal to your level + 3

3rd level spell 12 poison damage

5th level spell 18 poison damage

7th level spell 25 poison damage

9th level spell 35 poison damage

Adventurer Feat: Your surprise dagger is extra surprising! You can now target nearby enemies

Champion Feat: Upgrade melee damage dice to d8s

Epic Feat: Target suffers -2 to MD. Save ends.

Charm of Powerful Trouble

Ranged Spell ♦ Recharge 16+

Interrupt Action

Target: One nearby ally that is about to be hit by an attack

Effect: For each time the target is hit by an attack to their AC before the end of your next turn, they gain a bonus to their damage equal to your Wisdom Modifier (double at Champion tier, triple at Epic) on their next attack, hit or miss.

3rd level spell PD too.

5th level spell The damage bonus lasts for the remainder of battle.

7th level spell The target heals back the amount of hp they gain in damage

9th level spell MD as well.

Adventurer Feat: Once per Full Rest, the target gets the damage bonus any time they are targeted by an attack, not just when they are hit.

Champion Feat: Spell is now recharge 6+

Bottled Banshee's Shriek

Close-quarters Jinx Spell ♦ Once per battle

Target: Up to 3 nearby enemies

Attack: Wisdom + Level vs. MD

Hit: 1d6 negative energy damage. All are Jinxed, one of your choice is *Shaken* – taking -2 to PD.

Miss: Damage equal to your level to one target of your choice.

3rd level spell 2d4 damage. Up to two foes are *Shaken*.

5th level spell 2d8 damage. On an 18+ one foe is *Weakened*.

7th level spell 3d8 damage. Up to three foes are *Shaken*.

9th level spell 4d8 damage. *Weaken* a foe on a natural even hit.

Adventurer Feat: Optionally can be Thunder damage instead

Champion Feat: If a foe is suffering from an effect of this spell, they cannot hear orders given by a leader monster, e.g. the special effect of the Orc Battle Screamer's Skull drum.

Epic Feat: Target up to 4 nearby enemies

Lightning in a Bottle

Close-quarters Bane Spell ♦ Daily

Special: If you chose the *Toil and Trouble* talent you may expend a Concoction to bottle an extra use of this spell if you also know the Nature and Weather spell *Stormstrike*.

Attack: Wisdom + Level vs. PD

Target: One Jinxed enemy. On a natural even roll, this enemy takes full damage. On a natural odd, the damage is reduced by one die and dealt to the target and the two closest nearby enemies, if any. The primary target in both cases is *Dazzled* until the end of your next turn.

Hit: 3d8 + Wisdom Modifier damage on evens, 2d8 + Wisdom Modifier on odds.

Miss: Half damage

3rd level spell 7d8 or 6d8 damage

5th level spell 7d12 or 6d12 damage. The primary target is now *Dazed* until the end of your next turn

7th level spell 10d12 or 9d12 damage

9th level spell 4d4 x 10 or 3d4 x 10 damage

Adventurer Feat: Add a d6 for each relationship point you have with magical icons. Or, if you are using Runes, a d6 for each Air, Dragonewt, or Fire/Sky Rune.

Champion Feat: Any Jinxed foe other than the primary target hit by this spell is *Dazzled*.

Epic Feat: A d8 for each relationship with magical icons or for the listed Runes.

3rd Level Brews

Concoction to Keep your Cool

Close-quarters Spell ♦ Once per battle

Special: If you have the *Toil and Trouble* talent or the Cauldron's adventurer feat, you may expend a Cauldron Concoction to further reduce save difficulty by 2 more points.

Target: Self or one ally suffering from a save ends effect other than dying.

Effect: Reduce the difficulty of one save ends effect by 2 points until the end of the target's next turn.

5th level spell Reduce the difficulty of all save ends effects.

7th level spell Reduce by 3 points.

9th level spell Twice per battle

Adventurer Feat: When you give an ally this concoction, they may immediately make a save.

Champion Feat: If the ally is suffering ongoing damage, reduce the amount by half for one round.

Epic Feat: Now works on allies who are dying.

Thoroughly Thorny Tea

Close-quarters Jinx Spell ♦ Once per battle

Target: Self or one ally

Effect: When the target is hit by a melee attack, the attacker takes damage equal to their natural roll + 5 and is Jinxed. Lasts until the end of your next turn.

5th level spell Natural roll + 8

7th level spell Natural roll + 15, Lasts for two turns.

9th level spell Natural roll + 25

Champion Feat: Attacker takes ongoing damage equal to the amount added onto the roll.

Blind-Worm's Sting

Ranged Jinx Spell ♦ Recharge 16+

Quick action

Target: One nearby enemy

Attack: Wisdom + Level vs. MD

Hit: Target's far attacks must be made from nearby, nearby attacks must be made from engagement, and the foe is Dazzled (-2 to attacks). Save ends.

Miss: Automatically recharge for next fight.

5th level spell Attacks that normally target far foes have a -4 to hit.

7th level spell Nearby attacks now take the -4 penalty to hit.

9th level spell Weakened on 16+

Champion Feat: While the target is affected by this spell, one ranged attack per round made against them may maximize one die of damage.

Epic Feat: Recharge 11+

5th Level Brews

Hell-Broth

Close-quarters Bane Spell ♦ Recharge 11+

Special: If you have selected the *Toil and Trouble* talent, you may cause your Hell-Broth to Boil and Bubble – when you use this Brew all nearby enemies at time of ‘casting’ that meet the health requirements are also *Afraid* of you.

Target: One engaged Jinxed enemy

Attack: Strength + Level vs. PD

Hit: 6d12+ Wisdom Modifier fire damage, 2d12 ongoing fire. The target is afflicted with *fear* when near you and their current HP is less than double your current HP. The spill continues to burn and spit flame where it lands for as long as the witch succeeds on an Easy Save on their following turns. Any enemy that gets too close to the conflagration gets burned (Think like *intercepting* a passing foe). Make an attack using your Wisdom this time against each such enemy attempts to pass the Hell-Broth, on hit deal half damage and half ongoing. No damage on a miss. **Miss:** Half damage, the burning Hell Broth lasts another round on a normal save, and deal half of the half damage on any further hits.

7th level spell 9d12 and 4d12 ongoing.

9th level spell 3d6 x 10 and 6d12 ongoing

Champion Feat: Splash! 1d3 nearby or engaged enemies take the ongoing damage as well.

Epic Feat: You can make your Hell Broth Boil and Bubble (See Special) even if you do not have *Toil and Trouble*.

Tincture for True Talent

Close-quarters Bane Spell (See Special) ♦ Recharge 6+

Target: One nearby ally * or one nearby Jinxed enemy.

Attack: Wisdom + level vs. MD (Enemies only)

Effect: Ally may reroll any two natural odds they desire for the rest of that battle.

Miss: Automatically successfully recharge during your next quick rest.

7th level spell Tweak the recipe a bit, and you have a Tincture of Terrible Tricks. Target a nearby Jinxed enemy, and you can have them reroll any two natural even rolls this battle – except for crits. That is the terrible trick they get to play on *you*.

9th level spell Reroll three times this battle.

Champion Feat: Can reroll one natural even result, or an odd one for a Tincture of Terrible Tricks.

Epic Feat: Your enemies can't pull one over on you anymore. Force an affected enemy to reroll crits too.

7th Level Brew

Battle's Bulwark Brew

Ranged Spell ♦ Recharge 16+

Target: One nearby ally

Effect: Grants target ally a +2 to AC and PD. While that ally is next to another ally, any attack to AC or PD targeting either of them must beat the higher defense between the two. Beginning at the end of the target's next turn, the effect lasts so long as they succeed on normal saves.

9th level spell Allies acting as one another's bulwark can choose to redirect an attack targeting any of them to another character participating in the defense if they choose.

Champion Feat: The target can be a bulwark for two allies.

Epic Feat: +2 to MD as well.

9th Level Brew

Blood Potion

Close-quarters Spell ♦ Daily

Jinx and Bane

Special: This spell will Jinx a foe if they are not currently, and if they are, acts as a bane for additional nasty effects.

Target: One nearby or far away enemy.

Attack: Wisdom + Level vs. PD

Hit on non-Jinxed foe: Deal 3d10 x 10 damage. You draw a potion's worth of blood, or equivalent fluid, from your foe. If they were not Jinxed, they are now, and will be so long as you have this potion in your possession. The foe fails any saves they are making against ongoing effects on their next turn. If the foe escapes and you have their blood as gathered by this spell, any ritual to find them will be *much* easier and more effective, and is a potent ritual item besides. Foes can target the potion with an attack to AC, and if the attack is a natural 18+ and a hit, the potion is shattered, the effect ended.

Hit on Jinxed Foe: Deal 3d12 x 10 damage. Additionally, every ongoing effect on the foe immediately ends. For each such effect ended (except for the Jinx broken by this Bane) the foe takes 20 damage. This accursed potion is tainted by foul magic – as a quick action on any turn after casting this spell, you may toss the potion at a foe with an attack using your **Strength + Level vs. PD**. On a hit, deal 20 damage for each ended effect (including the Jinx) from the original target, and that foe is now Jinxed. No effect on miss.

Drinking the Potion: With a quick action, you may pass the potion to an ally or they may take it from you. Drinking the potion is a quick action. The person who drinks the potion takes 40 negative energy damage, however they also have a +4 bonus to hit the enemy whose blood made the potion, and that enemy is vulnerable to all attacks made by the drinker for the remainder of battle.

Miss: Half damage

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