



WITCH

KEEPERS OF FORGOTTEN ARCANA

ART:
DANIEL COMERCI

CORE WITCH TRAITS

Primary Ability	Intelligence
Hit Point Die	D6 per Witch Level
Saving Throw Proficiencies	Dexterity and Intelligence
Skill Proficiencies	Choose 2: Arcana, Deception, Insight, Intimidation, Persuasion, or Religion
Weapon Proficiencies	Simple weapons, Whips
Armor Training	None
Starting Equipment	Choose A or B: (A) 1 Simple Weapon, Arcane Focus (Any), Robe, Book, Explorer's Pack, and 5 GP; (B) 65 GP

Witches are a complex and different type of spellcaster. They do not summon spells from an innate lineage nor rely solely on diligent studies. Instead, witches choose this path through a lifetime of ancient traditions being passed down from generation to generation. Some study books, others oral stories, and some connect and commune with nature herself to recall this primordial occult lore.

While every witch needn't experience trauma or sorrow in their past, this harsh reality is typically a cornerstone in a Witch's magical upbringing. This trauma can manifest in various forms of magic such as their charms or hexes. Witches focus much of their magic and arcana at the hindrance of those that harmed them and aiding those they call their family.

The magic harnessed by witches is no different than the arcana of a standard Wizard or Sorcerer. This magic is, however, far less known to the average commoner or peasant in a kingdom. To these folks, the darker nature and insidious tone that Witch magic has can lead to panic or fear. While the Wizard may draw intrigue and entertainment from a crowd when they summon a familiar, a Witch will draw ire and fear from onlookers who assume a devil could be coming from the incantations.

BECOMING A WITCH

AS A LEVEL 1 CHARACTER

- Gain all the traits in the Core Witch Traits table.
- Gain the Witch's level 1 features, which are listed in the Witch's Features table.

AS A MULTICLASS CHARACTER

- Gain the Hit Point Die from the Core Witch Traits table.
- Gain the Witch's level 1 features, which are listed in the Witch Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.

WITCH CLASS FEATURES

As a Witch, you gain the following class features when you reach the specified Witch levels. These features are listed in the Witch Features table.

LEVEL 1: SPELLCASTING

You spent your time learning from your elders how to cast spells and harness the powers of the plane of magic. You have combined traditional learning with ancestral and ancient magics. See Spells Rules for the general rules of spellcasting and the Spells Listing for the witch spell list.

Cantrips. You know four Witch cantrips of your choice. Whenever you gain a Witch level, you can replace one of your cantrips from this feature with another Witch cantrip of your choice.

When you reach Witch levels 4 and 10, you learn another Witch cantrip of your choice, as shown in the Cantrips column of the Witch Features table.

Spell Slots. The Witch Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Witch spells.

The number of spells on your list increases as you gain Witch levels, as shown in the Prepared Spells column of the Witch Features table. Whenever that number increases, choose additional Witch spells until the number of spells on your list matches the number in the Witch Features table.

The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Witch, your list of prepared spells can include six Witch spells of level 1, 2, or 3, in any combination.

If another Witch feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Witch spells for you.

Changing Your Prepared Spells. Whenever you gain a Witch level, you can replace one spell on your list with another Witch spell for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Witch spells.

Spellcasting Focus. You can use an Arcane Focus, Druidic Focus, or your Enchiridion as a Spellcasting Focus for your Witch spells.



WITCH FEATURES

Level	Proficiency Bonus	Class Features	Enchiridion Entries	Cantrips	Prepared Spells	--Spell Slots Per Spell Level--								
						1	2	3	4	5	6	7	8	9
1	2	Spellcasting, Enchiridion	1	4	2	2	—	—	—	—	—	—	—	—
2	2	Charm	2	4	4	3	—	—	—	—	—	—	—	—
3	2	Witch Coven	2	4	6	4	2	—	—	—	—	—	—	—
4	2	Ability Score Improvement	2	5	7	4	3	—	—	—	—	—	—	—
5	3	-	3	5	9	4	3	2	—	—	—	—	—	—
6	3	Witch Coven Feature	3	5	10	4	3	3	—	—	—	—	—	—
7	3	Coven Casting, Coven Restoration	3	5	11	4	3	3	1	—	—	—	—	—
8	3	Ability Score Improvement	3	5	12	4	3	3	2	—	—	—	—	—
9	4	-	4	5	14	4	3	3	3	1	—	—	—	—
10	4	Witch Coven Feature	4	6	15	4	3	3	3	2	—	—	—	—
11	4	Dark Retribution	4	6	16	4	3	3	3	2	1	—	—	—
12	4	Ability Score Improvement	4	6	16	4	3	3	3	2	1	—	—	—
13	5	-	5	6	17	4	3	3	3	2	1	1	—	—
14	5	Ability Score Improvement, Witch Coven Feature	5	6	17	4	3	3	3	2	1	1	—	—
15	5	-	5	6	18	4	3	3	3	2	1	1	1	—
16	5	Ability Score Improvement	5	6	18	4	3	3	3	2	1	1	1	—
17	6	-	6	6	19	4	3	3	3	2	1	1	1	1
18	6	Leader of the Lost	6	6	20	4	3	3	3	3	1	1	1	1
19	6	Epic Boon	6	6	21	4	3	3	3	3	2	1	1	1
20	6	Perfected Witch	6	6	22	4	3	3	3	3	2	2	1	1

LEVEL 1: ENCHIRIDION

You have finished constructing a sacred and powerful tome called an Enchiridion, and are ready to fill it with all forms of spells, hexes, and skills.

Adding and Changing Entries to Your Enchiridion. At level 1, you have one entry in your enchiridion. This entry can either be a spell, hex, or skill. When you gain certain witch levels, you gain additional entries into your enchiridion, as shown in the Enchiridion Entries column of the Witch table. When you gain a level in this class, you can choose one of your entries and replace it with a different entry.

Spell. Choose a level 1+ spell, from any class's spell list, that's equal to or lower than the highest level Witch spell you can cast (up to level 5). The spell must be from the Divination, Enchantment, or Necromancy school of magic. This spell is added to your class' spell list and is always prepared for you.

Hex. You learn one hex, such as the Glare hex. Hexes are described in the "Hex Options" section later in this class's description. If a hex has level prerequisite, it refers to your level in this class. You can add the hex at the same time that you meet its prerequisites. If a hex requires a saving throw, it uses your Witch spell save DC and all hexes require either Verbal or Somatic components (your choice when you cast the hex). Additionally, any hex you cast can be removed by a *Remove Curse* spell or similar magic.

Skill. You can choose to gain proficiency in any skill or tool of your choice.

LEVEL 2: CHARM

You have a charm that provides a small boon to whomever holds or wears it, depending on the charm, such as the Protection Charm. Charms are described in the "Charm Options" section later in this class's description. When you gain a level in this class, you can replace one charm option for another.

LEVEL 3: WITCH'S COVEN

Your collected knowledge and past teachings have culminated in your decision to join a particular coven. Choose a Witch's Coven. Your choice grants you features at level 3, and again at level 6, 10, and 14. If your coven grants you additional enchiridion entries at any level, it doesn't count against your total number of entries.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Witch levels 8, 12, 14, and 16.

LEVEL 7: COVEN CASTING

You have learned to form a smaller coven amongst those you travel with. When you finish a Long Rest, choose up to two creatures to be part of your coven.



YOUR ENCHIRIDION

The various entries you inscribe into your enchiridion are a potent combination of lessons from your magical upbringing as well as new skills and abilities you have gained along your travels.

Replacing Your Enchiridion. If you lose your enchiridion, you can use the same ritual you use to call forth a new charm to call forth a new copy of your enchiridion. You cannot perform this ritual at the same time you perform a ritual to call forth a new charm.

The Appearance of Your Enchiridion. An enchiridion is wholly unique to each witch, and it is a reflection of not only their upbringing, but their personality and soul. This can take the form of a leather journal filled with scraps of knowledge from your childhood, or a bone-lined grimoire passed down from generation to generation you have finally gained the courage to open.

While any creature in the coven are within 30 feet of each other, and neither of them have the Incapacitated condition, they become capable of casting a spell from your Coven Spells list. Any Witch that is also part of your chosen Witch's Coven can also be included in this feature without counting toward the total number of creatures chosen.

These spells are added to one of the chosen creature's spell lists and are always prepared for them. When a creature casts a spell in this way, they must use their own spell slots and concentrate on the spell as normal.

If a member of your coven attempts to cast spells of a level for which it doesn't have spell slots, you must use your Reaction to allow them to use one of your available spell slots of the proper level. If you do not use your Reaction, or do not have the necessary spell slots to cast the spell, the effect fails, but the creature's action, Bonus Action, or Reaction is not wasted.

LEVEL 7: COVEN RESTORATION

When you finish a Short Rest, you can restore a number of spell slots to yourself or members of your coven within 30 feet of you. The slots have a combined level equal to twice your Proficiency Bonus, and none of the slots can be level 6 or higher. A creature cannot gain spell slots greater than half your Witch level.

For example, if you're a level 7 Witch, you could restore a level 3 spell slot to yourself and another, or a level 2 spell slot to yourself and each member of your coven.

Once you have used this feature, you cannot do so again until you finish a Long Rest.

LEVEL 11: DARK RETRIBUTION

You have learned to empower those in your coven with a greater sense of familial connection. When you, or a creature in your coven, is reduced to 0 Hit Points by a creature one of the creatures in the coven can use their Reaction to cast a spell.

ART:
DEAN SPENCER



The spell must have a casting time of a Magic action and target only the creature that reduced the member of your coven to 0 Hit Points.

Once a creature has cast a spell using this feature, it cannot be used again by that creature until they finish a Short or Long Rest.

LEVEL 18: LEADER OF THE LOST

You guide those who use your coven's power to a greater future. When another creature in your coven casts a spell with your Coven Casting feature, you can cause the spell to not expend a spell slot (no action required). In addition, you and the creature both have Advantage on d20 Tests until the end of the creature's next turn.

You can use this feature three times and regain all expended uses when you finish a Long Rest.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat or another feat of your choice for which you qualify. Boon of Spell Recall is recommended.

LEVEL 20: PERFECTED WITCH

You have perfected your enchiridion and, in turn, yourself. You gain the following benefits.

- Creatures have Disadvantage on any saving throw they make against a spell or hex in your enchiridion.
- You have Expertise in any skill listed in your enchiridion.





CHARM OPTIONS

Charms are Tiny magical objects that are immune to all damage. If your charm is lost or somehow destroyed, you can summon a new one with a special 1-hour ritual which can be completed over a Short or Long Rest.

CHARMED CHARM

While this charm is worn or carried on a creature, they have Advantage on saving throws against the Charmed condition.

EMPOWERED CHARM

While a creature holds this charm, the first time they roll a 1 or 2 on a damage die for a spell they cast, they can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

FORTIFICATION CHARM

While a creature holds this charm, they gain Advantage on Constitution saving throws to maintain Concentration.

PROTECTION CHARM

While a creature wears or carries this charm, they gain a +1 bonus to AC.

SHIELD CHARM

While a creature holds this charm, they gain Armor Training with Shields and can perform the Somatic components of spells even when they have a charm or a Shield in one or both hands.

SIGHTS BEYOND CHARM

While a creature holds this charm, they can use a Bonus Action to give themselves Truesight out to a range of 10 feet until the start of their next turn.

SPELLBLOCK CHARM

When a creature wearing or carrying this charm is damaged by a spell, they can use their Reaction to reduce the incoming damage by 1d10 plus their Proficiency Bonus (to a minimum of 0 damage).

WOODEN CHARM

While this charm is worn or carried, the creature wearing or carrying it can cast *Shillelagh* from it.

HEXES

The Hexes below are presented in alphabetical order.

BLEED

You place a magical hex upon a creature to make it bleed profusely. As a Magic action, you force a creature you can see within 30 feet of you to make a Constitution saving throw. On a failed save, the creature takes 1d4 Necrotic damage at the start of each of its turns for 1 minute, unless it uses a Utilize action to staunch the wound. Each time a creature fails this saving throw before staunching the wound, the damage increases by 1d4 (to a maximum of 10d4).

The damage dice for this hex increases to 1d6 at level 7, 1d8 at level 11, and 1d10 at level 17.

CALM

You place a magical hex upon a creature to calm its mind. As a Magic action, you force a creature you can see within 60 feet of you to make a Charisma saving throw. On a failed save, you can make a target indifferent about a single creature of your choice that it is hostile toward for 1 minute. This calm ends if the target is attacked, harmed by a spell, or if it witnesses any of its allies being harmed. When the hex ends, the creature becomes hostile again, unless the GM rules otherwise.

CHARM

You place a magical hex upon a creature to charm it. As a Bonus Action, you force a creature you can see within 60 feet of you to make a Wisdom saving throw. On a failed save, the creature has the Charmed condition until the end of your next turn.

COMPULSE

Prerequisite: Level 9+

You place a magical hex upon a creature to compulse it into moving where you desire. As a Magic action, you force a creature you can see within 60 feet of you to make a Wisdom saving throw. On a failed save, they are placed under the effects of the Compulsion spell. You must Concentrate on this hex.

CRIPPLE

You place a magical hex upon a creature to cripple it. As a Magic action, you force a creature you can see within 60 feet of you to make a Constitution saving throw. On a failed save, the creature has the Prone condition and is unable to move until the start of its next turn.





FLOAT

Prerequisite: Level 12+

You place a magical hex upon a creature to force it to float. As a Magic action, you can cast *Levitate* against a hostile creature.

GLARE

You place a magical hex upon a creature to scare and frighten them. As a Magic action, you force a creature you can see within 60 feet of you to make a Wisdom saving throw. On a failed save, the creature has the Frightened condition until the end of your next turn.

At Witch level 11 this hex becomes a Bonus Action.

IMPEDE

Prerequisite: Level 5+

You place a magical hex upon a creature to impede its capabilities. As a Magic action, you force a creature you can see within 60 feet of you to make a Constitution saving throw. On a failed save, whenever the target makes an attack roll or saving throw for the next minute, it must roll a d4 and subtract the number the roll. You must Concentrate on this hex.

INFECT

You place a magical hex upon a creature to infect it. As a Magic action, you force a number of creatures equal to your Proficiency Bonus, that you can see within 30 feet of you, to make a Constitution saving throw. On a failed save, the creature has the Poisoned condition until the end of your next turn.

At Witch level 11 this hex becomes a Bonus Action.

INTENSIFY

Prerequisite: Level 12+

You place a magical hex upon a creature to intensify your magical assault against them. As a Bonus Action, choose one creature you can see within 30 feet of you. For the next minute, while the creature is under the effect of this hex, when you damage the target with a cantrip, you can immediately use your Bonus Action to cast a cantrip that targets only that creature. You must concentrate on this hex.

MIRE

You place a magical hex upon a creature to distract it. As a Magic action, you force a creature you can see within 90 feet of you to make a Wisdom saving throw. On a failed save, on the creature's next turn, it must choose whether it gets an action or Bonus Action (not both).

OVERSTEP

Prerequisite: Level 5+

You place a magical hex upon a creature to cause it to lose control of its motor functions when sprinting. As a Bonus Action, choose one creature you can see within 90 feet of you. For the next minute, if the creature uses its full Speed or takes the Dash action on its turn, it must make a Dexterity saving throw at the end of its movement or when it takes the Dash action. On a failure, the creature has the Prone condition.

You can have only one creature under the effects of this hex at a time. If you use this hex again, the hex ends on the previous creature.

POSSESS

Prerequisite: Level 12+

You place a magical hex upon a creature to possess it. As a Magic action, you force a creature you can see within 10 feet of you to make a Charisma saving throw. A creature with a challenge rating or level equal to or greater than your witch level automatically succeeds on this saving throw. On a failed save, you disappear and the target has the Incapacitated condition and is possessed; you gain control of its body but don't deprive the target of its awareness.

While possessing the creature, you can't be targeted by any attack, spell, or other effect. You maintain your Intelligence, Wisdom, and Charisma scores and your alignment, but otherwise use the creature's statistics. You don't gain access to the target's knowledge, class features, proficiencies, or any spell or spell attacks it can make.

This possession can be ended by any effect that normally ends possession, such as the *Dispel Evil and Good* spell. This possession lasts for 1 hour, or until the body drops to 0 Hit Points or you are forced out by a spell or other magical effect that ends possession. When this possession ends, you return to your own body, which rematerializes within 5 feet of the target.

Once you use this hex, you can't do so again until you finish a Long Rest.





PROVOKE

Prerequisite: Level 5+

You place a magical hex upon a creature to provoke it into an act of extreme violence. As a Magic action, you force a creature you can see within 30 feet of you to make a Wisdom saving throw. On a failed save, the target takes 3d8 Psychic damage, and on the start of its next turn, it must make a melee attack against one creature of your choice that you can see. If the target can't make this attack (for example, because there is no one within its reach or because its Reaction is unavailable), the target does nothing with its action. On a successful save, the target takes half as much damage only.

Once you have used this hex, you cannot do so again until you finish a Short or Long Rest or you expend a level 2+ spell slot to do so.

RETCH

Prerequisite: Level 7+

You place a magical hex upon a creature to cause it to retch and reel. As a Magic action, you force a creature you can see within 30 feet of you to make a Constitution saving throw. On a failed save, the creature can only speak falteringly, is unable to cast spells with Verbal components, and has their Speed halved until the end of their next turn.

RUST

Prerequisite: Level 7+

You place a magical hex upon a creature to rust and wither its armor. As a Magic action, you force a creature you can see within 30 feet of you that is wearing metal armor to make a Dexterity saving throw. On a failure, your hex latches on to their armor for 1 minute, and it takes a -1 penalty to the AC it offers while the hex persists. You must Concentrate on this hex as if it were a spell.

As a Bonus Action on each of your turns, you can force the target to repeat this save, increasing the penalty to its armor's AC by 1 for each failure. The armor is instantly doffed if the penalty reduces its AC to 10.

SLUMBER

Prerequisite: Level 7+

You place a magical hex upon a creature to place it into a magical slumber. As a Magic action, you force a creature you can see within 60 feet of you to make a Constitution saving throw. On a failed save, the target has the Unconscious condition until it takes damage, a creature uses its action to rouse it, or until the end of your next turn. Creatures that don't sleep, such as elves, Undead, or creatures that have Immunity to the Exhaustion condition are immune to the effects of this hex.

SPY

Prerequisite: Level 15+

You place a magical hex upon a creature to attempt to spy on them. As a Magic action, you force a creature you can see within 60 feet of you to make a Wisdom saving throw. If you have a piece of the creature (body part, lock of hair, bit of nail, or the like) when you place this hex, it gains a -10 penalty to this saving throw. On a failed save, for the next 24 hours, you can cast *Scrying* without expending a spell slot, targeting only that creature, and the creature automatically fails its saving throw against the spell. You must Concentrate on this hex.

UNALTER

Prerequisite: Level 15+

You place a magical hex upon a creature to radically change their form. As a Magic action, you force a creature you can see within 60 feet of you to make a Constitution saving throw. On a failure, they suffer one or more of the following effects of your choice for 1 minute:

Remove Adaptation. If this creature can breathe air and underwater, it can no longer breathe underwater.

Revert Appearance. If this creature is shape-shifted and is not in its original form, it reverts to its original form and loses any Temporary Hit Points from the spell or magical effect shape-shifting it.

Retract Weapons. If this creature uses natural weapons such as claws, fangs, horns, or similar, you can remove one of these attack options.

UNLUCK

You place a magical hex upon a creature to break its potential luck. As a Bonus Action, choose one creature you can see within 30 feet of you. Until the end of your next turn, the next time this creature rolls a 20 on a d20 Test, the roll becomes a 1 instead.

WAR-LOCK

You place a magical hex upon a creature to lock their weapons in place. As a Magic action, you can choose a creature you can see within 60 feet of you. Weapons sheathed by this creature when you place this hex cannot be drawn, and weapons currently being held cannot be dropped for 1 minute. During this time, a creature can use its action to free a weapon from its sheath or grasp by succeeding on a Strength check against your spell save DC. You must Concentrate on this hex.

At Witch level 11, this hex becomes a Bonus Action.



WITCH SPELL LIST

This section presents the Witch spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. In the Special column, C means the spell requires Concentration, R means it's a Ritual, and M means it requires a specific Material component.

CANTRIPS (LEVEL 0 WITCH SPELLS)

Spell	School	Special
<i>Acid Burst</i>	Evocation	
<i>Aqua Blast</i>	Evocation	
<i>Blood Sample</i>	Necromancy	
<i>Chill Touch</i>	Necromancy	
<i>Dancing Lights</i>	Illusion	C
<i>Frigid Snap</i>	Evocation	
<i>Elementalism</i>	Transmutation	
<i>Enchanting Touch</i>	Enchantment	C
<i>Ethereal Disposition</i>	Illusion	C
<i>Glass Shield</i>	Abjuration	
<i>Grasp from Beyond</i>	Necromancy	
<i>Mage Hand</i>	Conjuration	
<i>Message</i>	Transmutation	
<i>Minor Illusion</i>	Illusion	
<i>Not the Bees!</i>	Conjuration	
<i>Prestidigitation</i>	Transmutation	
<i>Resistance</i>	Abjuration	
<i>Shocking Grasp</i>	Evocation	
<i>Spare the Dying</i>	Necromancy	
<i>Summon Critter</i>	Conjuration	
<i>True Strike</i>	Divination	
<i>Void Touch</i>	Necromancy	
<i>Voidlens</i>	Necromancy	

LEVEL 1 WITCH SPELLS

Spell	School	Special
<i>Alarm</i>	Abjuration	R
<i>Animal Friendship</i>	Enchantment	
<i>Bane</i>	Enchantment	C
<i>Burning Hands</i>	Evocation	
<i>Charm Person</i>	Enchantment	
<i>Command</i>	Enchantment	
<i>Comprehend Languages</i>	Divination	R
<i>Creator or Destroy Water</i>	Transmutation	
<i>Cure Wounds</i>	Abjuration	
<i>Dissonant Whispers</i>	Divination	C, R
<i>Detect Magic</i>	Divination	C, R
<i>Find Familiar</i>	Conjuration	R, M
<i>Gaping Wound</i>	Necromancy	C
<i>Haunting Memory</i>	Enchantment	C
<i>Hellish Rebuke</i>	Evocation	
<i>Hideous Laughter</i>	Enchantment	C
<i>InFLICT Wounds</i>	Necromancy	
<i>Longstrider</i>	Transmutation	
<i>Mage Armor</i>	Abjuration	
<i>Protection from Evil and Good</i>	Abjuration	C, M

Spell	School	Special
<i>Reverse Fortunes</i>	Enchantment	
<i>Shield</i>	Abjuration	
<i>Sleep</i>	Enchantment	C
<i>Speak with Animals</i>	Divination	R
<i>Summon Chair</i>	Conjuration	
<i>Thunderwave</i>	Evocation	
<i>Traumatic Blast</i>	Evocation	
<i>Witch's Hex</i>	Necromancy	C

LEVEL 2 WITCH SPELLS

Spell	School	Special
<i>Aid</i>	Abjuration	—
<i>Alter Self</i>	Transmutation	C
<i>Augury</i>	Divination	R, M
<i>Blindness/Deafness</i>	Transmutation	—
<i>Calm Emotions</i>	Enchantment	C
<i>Compel Silence</i>	Illusion	C
<i>Continual Flame</i>	Evocation	M
<i>Darkness</i>	Evocation	C
<i>Detect Thoughts</i>	Divination	C
<i>Find Traps</i>	Divination	—
<i>Gentle Repose</i>	Necromancy	R, M
<i>Hold Person</i>	Enchantment	C
<i>Invisibility</i>	Illusion	C
<i>Levitate</i>	Transmutation	C
<i>Locate Object</i>	Divination	C
<i>Magic Weapon</i>	Transmutation	—
<i>Misty Step</i>	Conjuration	—
<i>Pass Without Trace</i>	Abjuration	C
<i>Protection from Planar Energy</i>	Abjuration	—
<i>Ray of Enfeeblement</i>	Necromancy	C
<i>Scorching Ray</i>	Evocation	—
<i>See Invisibility</i>	Divination	—
<i>Shatter</i>	Evocation	—
<i>Silence</i>	Illusion	C, R
<i>Spider Climb</i>	Transmutation	C
<i>Suggestion</i>	Enchantment	C
<i>Zone of Habitability</i>	Conjuration	R

LEVEL 3 WITCH SPELLS

Spell	School	Special
<i>Bestow Curse</i>	Necromancy	C
<i>Blade Whirl</i>	Conjuration	C
<i>Clairvoyance</i>	Divination	C, M
<i>Counterspell</i>	Abjuration	—
<i>Dispel Magic</i>	Abjuration	—
<i>Echolocation</i>	Transmutation	C
<i>Extract Iron</i>	Necromancy	C
<i>Grim Visions</i>	Necromancy	C
<i>Fear</i>	Illusion	C
<i>Fly</i>	Transmutation	C
<i>Hypnotic Pattern</i>	Illusion	C
<i>Insight Strike</i>	Divination	—
<i>Magic Circle</i>	Abjuration	M



Spell	School	Special
<i>Major Image</i>	Illusion	C
<i>Phantom Steed</i>	Illusion	R
<i>Remove Curse</i>	Abjuration	—
<i>Sending</i>	Divination	—
<i>Slow</i>	Transmutation	—
<i>Speak with Dead</i>	Necromancy	—
<i>Stinking Cloud</i>	Conjuration	C

LEVEL 4 WITCH SPELLS

Spell	School	Special
<i>Astral Escape</i>	Conjuration	C
<i>Banishment</i>	Abjuration	C
<i>Black Tentacles</i>	Conjuration	C
<i>Compulsion</i>	Enchantment	C
<i>Confusion</i>	Enchantment	C
<i>Conjure Minor Elementals</i>	Conjuration	C
<i>Dimension Door</i>	Conjuration	—
<i>Dominate Beast</i>	Enchantment	C
<i>Flame Portal</i>	Conjuration	C
<i>Greater Invisibility</i>	Illusion	C
<i>Hallucinatory Terrain</i>	Illusion	—
<i>Locate Creature</i>	Divination	C
<i>Phantasmal Killer</i>	Illusion	C
<i>Private Sanctum</i>	Abjuration	—
<i>Secret Chest</i>	Conjuration	M
<i>Sew Doubt</i>	Enchantment	C
<i>Swordsplosion</i>	Evocation	—
<i>Terrifying Touch</i>	Necromancy	—

LEVEL 5 WITCH SPELLS

Spell	School	Special
<i>Awaken</i>	Transmutation	M
<i>Cone of Cold</i>	Evocation	—
<i>Dispel Evil and Good</i>	Abjuration	C
<i>Dominate Person</i>	Enchantment	C
<i>Dream</i>	Illusion	—
<i>Geas</i>	Enchantment	—
<i>Hold Monster</i>	Enchantment	C
<i>Insect Plague</i>	Conjuration	C
<i>Planar Binding</i>	Abjuration	M
<i>Reincarnate</i>	Necromancy	M
<i>Scrying</i>	Divination	C, M
<i>Seeming</i>	Illusion	—
<i>Siren's Call</i>	Enchantment	C
<i>Teleportation Circle</i>	Conjuration	M

LEVEL 6 WITCH SPELLS

Spell	School	Special
<i>Aspect of the Storm</i>	Evocation	C
<i>Chosen Future</i>	Divination	C
<i>Conjure Fey</i>	Conjuration	C
<i>Deathly Deal</i>	Necromancy	R, M
<i>Eyebite</i>	Necromancy	C
<i>Flesh to Stone</i>	Transmutation	C
<i>Forbiddance</i>	Abjuration	R, M
<i>Harm</i>	Necromancy	—
<i>Hero's Feast</i>	Conjuration	M
<i>Mass Suggestion</i>	Enchantment	—
<i>True Seeing</i>	Divination	M
<i>Wall of Thorns</i>	Conjuration	C

LEVEL 7 WITCH SPELLS

Spell	School	Special
<i>Dark Revival</i>	Necromancy	—
<i>Etherealness</i>	Conjuration	—
<i>Mirage Arcane</i>	Illusion	—
<i>Project Image</i>	Illusion	C, M
<i>Plane Shift</i>	Conjuration	M
<i>Repulsion</i>	Abjuration	C
<i>Return Home</i>	Conjuration	M
<i>Sequester</i>	Transmutation	M
<i>Shadow Artifact</i>	Illusion	M
<i>Simulacrum</i>	Illusion	M
<i>Static Cloud</i>	Evocation	C
<i>Symbol</i>	Abjuration	M
<i>Teleport</i>	Conjuration	—

LEVEL 8 WITCH SPELLS

Spell	School	Special
<i>Antipathy/Sympathy</i>	Enchantment	—
<i>Beffudlement</i>	Enchantment	—
<i>Clone</i>	Necromancy	M
<i>Dominate Monster</i>	Enchantment	C
<i>Earthquake</i>	Transmutation	C
<i>Glibness</i>	Enchantment	—
<i>Mind Blank</i>	Abjuration	—
<i>Power Word Stun</i>	Enchantment	—
<i>Silencing Void</i>	Evocation	C
<i>Unholy Puppetry</i>	Necromancy	—

LEVEL 9 WITCH SPELLS

Spell	School	Special
<i>Azula's Atomic Detonation</i>	Evocation	—
<i>Astral Projection</i>	Necromancy	M
<i>Become Death</i>	Necromancy	C
<i>Foresight</i>	Divination	—
<i>Imprisonment</i>	Abjuration	M
<i>Meteor Swarm</i>	Evocation	—
<i>Time Stop</i>	Transmutation	—
<i>Weird</i>	Illusion	C

