



WIZARD - SCHOOL OF WITCHERY

A witch is often describes as a woman having magic powers, especially evil ones, wearing a black cloak and pointed hat and flying on a broomstick. Wizards of the the school of witchery know these are lies popularized by ignorance. Members of this school of magic can be of any gender, despite the stereotype. They focus their powers on dark potions and spells, capable of altering the life of all, they are able to summon and control familiars to spy on their enemies. They do fly on broomsticks though.

POTION MAKER

At 2nd level, you gain proficiency with **herbalism kits**. If you have an herbalism kit, you can spend an hour to craft a witch potion, or 30 minutes if you also use a cauldron, this can be done as part of a short rest. To create a potion you need to expend a spell slot of 1st level or higher as part of the crafting.

If a potion has the rupture tag, it means that it can be thrown to a creature within 40 feet to apply the effects as if it drank it, being in melee with a creature doesn't impose disadvantage on the roll. Potions are destroyed immediately after being used. If a potion requires a saving throw, the DC is equal to your spell save DC.

You can only have a maximum number of potions at a time equal to your Intelligence modifier at a time. If you create more the other ones that you created lose their effect.

- **Acid.** (*rupture*) As a bonus action, a creature can apply this potion on a weapon or ammunition. On their next hit, the target takes an additional 2d6 acid damage. If the target is an object or surface made of wood or metal, the acid eats a hole through it 6 inches in diameter and 1 inch deep. A creature takes this damage if they drink the potion. The damage increases to 4d6 when you reach 11th level in this class.
- **Voodoo Healing.** As a bonus a creature can drink this potion, gaining a number of temporary hit points equal to 2d4 + your Intelligence modifier. This potion has no effect on undead or constructs. The temporary hit points increases to 4d4 + your Intelligence modifier when you reach 11th level in this class.
- **Charm.** (*rupture*) A humanoid drinking this potion must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you for 1 hour or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When you reach 11th level in this class, this potion functions on all creatures, not only humanoids.
- **Poison.** (*rupture*) A creature drinking this potion takes 3d8 poison damage and must succeed on a Constitution saving throw or be poisoned. While poisoned this way, at the end of each of their turn the target takes an additional 1d8 poison damage and can repeat the saving throw, ending the effect on itself on a successful save. The initial damage increases to 5d8 when you reach 11th level in this class
- **Resistance.** A creature drinking this potion gains resistance to one of the following damage types for 1 minute, chosen randomly: acid, cold, fire, lightning, poison, thunder. When you reach 10th level in this class, you can choose the damage type when you create the potion, instead of determining randomly and the AC of the creature increases by 1.
- **Vigor.** A creature drinking this potion is cured of one disease or poison affecting it. This potion has no effect on undead or constructs. When you reach 11th level in this class, the potion also reduces the exhaustion level of a creature by one.

WITCH'S CURSE

Also at 2nd level, you can mark someone with misfortune. As a bonus action, you can target one creature you can see within 60 feet of you. The target is cursed for 1 minute. Until the curse ends, whenever the target makes an attack roll, ability check or a saving throw, you can use your reaction to roll a d4 and subtract the number rolled from the ability check or saving throw. The curse ends early if the target dies, you die, or you are incapacitated. Once you use this feature, you can't use it again until you finish a long rest or until you expend a spell slot of 2nd level or higher to use it again.

UNFAMILIAR FAMILIARS

At 6th level, You learn the *find familiar* spell if you don't already know it. The spell doesn't count against your number of spells known. In addition you can use your action to merge with your familiar. You can use this ability once per short or long rest. Apart from the choice of creatures, merging with your familiar follows the same rules as the Wild Shape ability of druids.

BOTTLED CURSE

At 10th level, you can imbue your potions with powerful magic.

As an action, you can alter one of your potions using a prepared spell of 4th level or lower, expending the spell slot and condensing the spell's magic into one of your witch potions. The spell is absorbed and held within the potion for 8 hours. When the duration ends the spell is lost, and the potion returns to its previous state. A creature holding the potion can use its action to release the spell within, whereupon the potion breaks. The spell uses your spell attack bonus and save DC, and the spell treats the creature who released it as the caster for all other purposes.

When you modify the potion, instead of a prepared spell, you can choose to infuse it with the *bestow curse*, *polymorph* or *phantasmal killer* spell, even if you do not know these spells. If you do so, a creature that drinks the potion is afflicted by it and has disadvantage on the initial saving throw.

Once you modified a potion with this feature, you can't do so again until you finish a short or long rest.

WITCHING HOUR

Starting at 14th level, your witching power grow. By taking one hour to cast ritual magic, which you can take as part of short rest, you can infuse a broom with flying magic, turning it into a **Broom of Flying** (basic rules, pg. 156). If your broom is lost or destroyed, you can create a new one using the same ritual. If your previous broom still exists when you make a new one, it is destroyed once the new one is completed.

In addition you gain greater control over your familiar. As a reaction to being targeted by an attack or spell, you can swap positions with your familiar, as long as you can see it. If you do so your familiar appears in your space and becomes the new target of the attack or spell.

Art by Daniel Commerci