

# MINIATURE MAGE

## WITCH

A goblin woman cackles madly as flames swirl around her lithe form, scorching the lumbering hill giants surrounding her.

A beautiful young half-elf, with a mischievous glint in her eye, glides through the air on her broomstick. She chuckles to herself as she reads the thoughts of the hobgoblin warriors below her.

A hunched-backed old crone creeps along a hedge near a crossroads. She quietly whispers an incantation in a long forgotten tongue and summons diabolical beings to destroy the bandits who have set an ambush to capture her.

A raven hops along a fence and cocks her head to one side, staring banefully at two orcs who are arguing over the belongings of an unfortunate traveller. Suddenly she flies into the air and transforms, mid-flight, into a gnome — landing beside the nearest of the orcs she plunges her dagger into his flesh.

Witches commune with infernal beings, conjure fire, manipulate the skeins of fate, and turn their enemies into frogs. These solitary magic users are often misunderstood, nevertheless, their occult powers are rightly feared.

### THE WITCH

Level	Proficiency		Cantrips		— Spell Slots per Spell level —									Curses
	Bonus	Features	Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Known	
1st	+2	Spellcasting, Coven Feature	2	2	—	—	—	—	—	—	—	—	—	
2nd	+2	Curses, Coven Feature	3	3	—	—	—	—	—	—	—	—	1	
3rd	+2	Loyal Broom	3	4	2	—	—	—	—	—	—	—	2	
4th	+2	ASI	4	4	3	—	—	—	—	—	—	—	2	
5th	+3	Witch Armour	4	4	3	2	—	—	—	—	—	—	3	
6th	+3	Magic Broom	4	4	3	3	—	—	—	—	—	—	3	
7th	+3	—	4	4	3	3	1	—	—	—	—	—	4	
8th	+3	ASI	4	4	3	3	2	—	—	—	—	—	4	
9th	+4	—	4	4	3	3	3	1	—	—	—	—	5	
10th	+4	Coven Feature	5	4	3	3	3	2	—	—	—	—	5	
11th	+4	Arcane Trance	5	4	3	3	3	2	1	—	—	—	5	
12th	+4	ASI	5	4	3	3	3	2	1	—	—	—	5	
13th	+5	—	5	4	3	3	3	2	1	1	—	—	6	
14th	+5	Coven Feature	5	4	3	3	3	2	1	1	—	—	6	
15th	+5	—	5	4	3	3	3	2	1	1	1	—	7	
16th	+5	ASI	5	4	3	3	3	2	1	1	1	—	7	
17th	+6	Skillful Flyer	5	4	3	3	3	2	1	1	1	1	7	
18th	+6	Adept Caster	5	4	3	3	3	3	1	1	1	1	7	
19th	+6	ASI	5	4	3	3	3	3	2	1	1	1	8	
20th	+6	Formidable Caster	5	4	3	3	3	3	2	2	1	1	8	

## CLASS FEATURES

As a witch, you gain the following class features:

### HIT POINTS

Hit Dice: 1D6 per witch level

Hit Points at 1st level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1D6 (or 4) + your Constitution modifier per witch level after 1st

### PROFICIENCIES

Armour: None

Weapons: Brooms, clubs, daggers, hand axes, quarterstaves, sickles, blowguns, darts, nets, slings

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Tools: Choose 2 from Alchemists supplies, Disguise Kit, Healer's kit, Herbalism kit, Poisoner's kit

Saving Throws: Constitution, Intelligence

Skills: Choose 2 from Arcana, History, Animal Handling, Medicine, Nature, Religion

## EQUIPMENT

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

- A broom
- (a) a dagger or (b) a blowgun and 50 needles
- (a) a component pouch or (b) a witch's focus
- (a) a scholar's pack or (b) an explorer's pack

## CANTRIPS

At 1st level you know 2 cantrips of your choice from the witch spell list. You learn additional witch cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Witch table.

## SPELLS PREPARED

You may prepare a list of spells from the witch spell list. Choose a number of witch spells equal to your Intelligence modifier + your Witch level (minimum of 1 spell). Each of these spells must be of a level for which you have spell slots.

You can change your list of prepared spells after you finish a long rest. Preparing a new list of witch spells requires time spent communing with the spirit world: at least 1 minute per spell level for each spell on your list.

## SPELL SLOTS

The Witch table shows how many spell slots you have to cast your spells of 1st level and higher. To cast 1 of these witch spells, you must expend a slot of the spells level or higher. You regain all expended spell slots when you finish a long rest.

## SPELLCASTING ABILITY

Intelligence is your spell casting ability for your witch spells.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

## SPELLCASTING FOCUS

You can use a witch's focus as a spell casting focus for your witch spells.

## RITUAL CASTING

You can cast a witch spell you have prepared as a ritual if that spell has the ritual tag.

## WITCH COVEN

At 1st level, you join a coven of your choice. Your choice grants you coven spells at 1st level, other features at 1st level and additional benefits at 2nd, 10th and 14th levels.

## COVEN SPELLS

Each coven has a list of spells — its coven spells — that you gain at the witch levels noted in the coven description. Once you gain a coven spell, you always have

it prepared and it does not count against the number of spells you have prepared.

If you have a coven spell that does not appear on the witch spell list, the spell is nevertheless a witch spell for you.

## CURSES

Your witch powers grant you the ability to curse those who do you harm.

At 2nd level, you learn the curse associated with your coven. When you gain certain witch levels, you gain additional curses of your choice, as shown in the Curses Known column of the Witch table. Your curse options are detailed at the end of the class description.

Additionally, when you gain levels in this class, you can choose 1 of the curses you know (except your coven curse) and replace it with another curse.

You may speak each curse you know only once per long rest.

## LOYAL BROOM

At 3rd level, you learn a ritual that creates a magical bond between yourself and your broom. You perform the ritual over the course of 1 hour, which can be done during a short rest. The broom must be within your reach throughout the ritual, at the conclusion of which you touch the broom and forge the bond.

Once you have bonded with a broom it cannot be removed from your grasp unless you are incapacitated. If it is on the same plane of existence, you can summon the broom as a bonus action on your turn, causing it to teleport instantly to your hand. If you attempt to bond with another broom you must break your bond with your current broom.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase 1 ability score of your choice by 2, or you can increase 2 ability scores of your choice by 1. As per normal, you cannot increase an ability score above 20 using this feature.

## WITCH ARMOUR

By 5th level, your occult powers have grown enough to shield you from harm. When you are not wearing armour you may use your Intelligence modifier rather than your Dexterity modifier to calculate your armour class.

AC = 10 + your Intelligence modifier

## MAGIC BROOM

At 6th level, you can use a bonus action to cause your loyal broom to fly. While astride it you telepathically control your broom. It has a flying speed of 60 feet and can carry you plus your carrying capacity. You may only carry 1 Tiny creature as a passenger. The broom retains the power of flight for 10 minutes, until you dismount, or your concentration ends (as per a concentration spell).

You can use this feature once per short or long rest. At 14th level, you can use this feature a number of times

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equal to half your witch level rounded down per short or long rest.

## ARCANE TRANCE

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By 11th level, your powers of concentration have grown beyond those of the average magic user. You have advantage on saving throws to maintain your concentration.

## SKILLFUL FLYER

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By 17th level, you have truly mastered the art of flying a broom. You do not provoke opportunity attacks when you fly out of an enemy's reach.

## ADEPT CASTER

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At 18th level, you so familiar with your coven spells that you can cast them at will. You can cast each of your coven spells once without expending a spell slot. You must cast these spells at their lowest level. If you want to cast these spells at a higher level, you must expend a spell slot. You regain the use of this feature after a long rest.

## FORMIDABLE CASTER

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By 20th level, your mystical powers have become truly extraordinary. You may cast any cantrip with a casting time of 1 action as a bonus action.

## WITCH COVENS

Witch covens are loose sororities without any formal leadership.

### SCORCHER'S COVEN

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Pyromancers fill the ranks of the Scorchers' Coven.

#### BONUS PROFICIENCY

At 1st level, when you choose this coven you gain proficiency with the intimidation skill. If you already have this proficiency you may choose another from the witch's skill proficiency list.

#### BONUS CANTRIP

When you choose this coven at 1st level, you learn the *Produce Flame*<sup>1</sup> cantrip. This cantrip counts as a witch spell for you but it does not count against the number of cantrips you know.

### SCORCHER'S COVEN SPELLS

Witch Level	Spell
1st	<i>Ray of Fear, Burning Hands</i> <sup>1</sup>
3rd	<i>Enhance Ability</i> , <sup>1</sup> <i>Scorching Ray</i> <sup>1</sup>
5th	<i>Gaseous Form</i> , <sup>1</sup> <i>Fireball</i> <sup>1</sup>
7th	<i>Age, Wall of Fire</i> <sup>1</sup>
9th	<i>Cloudkill</i> , <sup>1</sup> <i>Incinerate</i>

## FIRE'S FRIEND

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Starting at 1st level, you gain resistance to fire damage and have advantage on saving throws to avoid fire damage. Also, you have advantage on Intelligence (Arcana) checks relating to fire magic.

## COVEN CURSE

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At 2nd level, you learn the *Burning Roar* curse.

## HEAT SENSE

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Starting at 2nd level, you have an uncanny ability to sense the presence of creatures with an inborn connection to fire. You may use a bonus action to learn the type and direction of any creatures of the flame<sup>2</sup> within 300 feet of you. If the creature is within 60 feet of you, then you also learn its exact location.

## COMMAND THE FLAME

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At 10th level, you develop an innate ability to manipulate magical fire. Whenever a creature within 30 feet of you, that you can see, casts a spell involving fire you can use your reaction to attempt to alter the spell's target or location. The caster must make a wisdom saving throw against your spell save DC. On a failed save, you may choose a new target or location that is within the spell's original range.

## RAGING INFERNO

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Starting at 14th level, fire runs through your very veins. As a bonus action, you can cause magical fire to extend 5 feet from your body in every direction for 1 minute or until you are incapacitated. These flames do not harm you or creatures friendly to you. When a creature enters the flames, and when it starts its turn in the flames, it takes 1d8 fire damage.

When a creature leaves the flames, it must make a Dexterity saving throw against your spell save DC. On a failed save the creature remains alight; until someone uses an action to extinguish the flames the creature takes 1d8 fire damage at the start of each its turns.

Once you use this feature you cannot do so again until you finish a short or long rest

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<sup>1</sup> This spell is Open Game Content from the SRD5.

<sup>2</sup> Creatures of the flame include the azer, balor, horned devil, red dragon, brass dragon, gold dragon, dragon turtle, fire elemental, flame skull, efreeti, fire giant, iron golem, half-red dragon, hell hound, magmin, magma mephit, steam mephit, nightmare, remorhaz, salamander, and any similar creature at the GM's discretion.

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## SEER'S COVEN

The Seer's Coven is home to mediums, diviners, and telepaths.

### BONUS PROFICIENCY

At 1st level, when you choose this coven you gain proficiency with the insight skill. If you already have this proficiency you may choose another from the witch's skill proficiency list.

### BONUS CANTRIP

When you choose this coven at 1st level, you learn the *Guidance*<sup>1</sup> cantrip. This cantrip counts as a witch spell for you but it does not count against the number of cantrips you know.

### SEER'S COVEN SPELLS

Witch Level	Spell
1st	<i>Detect Magic</i> , <sup>1</sup> <i>Command</i> <sup>1</sup>
3rd	<i>Detect Thoughts</i> , <sup>1</sup> <i>Puppeteer</i>
5th	<i>Bestow Curse</i> , <sup>1</sup> <i>Fear</i> <sup>1</sup>
7th	<i>Arcane Eye</i> , <sup>1</sup> <i>Phantasmal Killer</i> <sup>1</sup>
9th	<i>Telekinesis</i> , <sup>1</sup> <i>Psychic Storm</i>

## NATURAL TELEPATHY

Starting at 1st level, you gain the ability to speak telepathically with any creature within range of you. Your range equals 10 feet multiplied by your witch level. As a bonus action, you can create a telepathic link with 1 creature within range. The link lasts until you dismiss it as a free action or create a link with another creature. You do not need to share a language with the creature for you to understand one another's telepathic utterances but the creature must be able to understand at least 1 language.

## COVEN CURSE

At 2nd level, you learn the *Paralyzing Wail* curse.

## TWIST OF FATE

Starting at 2nd level, you begin to glimpse the threads of fate tied to every creature. Moreover, you can pull on these threads to change a creature's fate. If you or a creature you can see rolls a 1 or 20 for an attack, saving throw, or ability check you can use your reaction to replace it with a 20 or 1. Once you use this feature, you cannot use it again until you finish a long rest.

## MENTAL WARD

By 10th level, your mental defences have become substantial. Your thoughts cannot be read by telepathy or other means unless you allow it. You have advantage on saving throws against the charmed condition. Also, you have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

## PSYCHIC VENGEANCE

Starting at 14th level, the psychic energy you channel allows you to resist death. When you are reduced to 0 hit points, you are instead bolstered by a burst of psychic energy. You regain hit points equal to your witch level. Also, each creature of your choice that is within 30 feet of you takes psychic damage equal to 2d8 + your Intelligence modifier. Once you use this feature, you cannot use it again until you finish a long rest.

## SHAPER'S COVEN

Witches who join the Shaper's Coven are particularly skilled at reshaping mortal flesh.

### BONUS PROFICIENCY

At 1st level, when you choose this coven you gain proficiency with the deception skill. If you already have this proficiency you may choose another from the witch's skill proficiency list.

### BONUS CANTRIP

When you choose this coven at 1st level, you learn the *Spider Grip* cantrip. This cantrip counts as a witch spell for you but it does not count against the number of cantrips you know.

### SHAPER'S COVEN SPELLS

Witch Level	Spell
1st	<i>Disguise Self</i> , <sup>1</sup> <i>Rootbound</i>
3rd	<i>Alter Self</i> , <sup>1</sup> <i>Heat Metal</i> <sup>1</sup>
5th	<i>Create Plant Familiar</i> , <i>Slow</i> <sup>1</sup>
7th	<i>Polymorph</i> , <sup>1</sup> <i>Shadow of Moil</i>
9th	<i>Seeming</i> , <sup>1</sup> <i>Shock Wave</i>

## ANIMAL SHAPE

Choose a beast that you have seen before. Your beast must be Small or smaller and your witch level determines the beast you can choose, as shown in the Beast Shape table. You can change your chosen beast whenever you gain a witch level.

Starting at 1st level, you can use your action to magically assume the shape of your chosen beast. You can use this feature a number of times equal to half your witch level, rounded down. You regain expended uses when you finish a long rest.

### BEAST SHAPE

Level	Max. CR	Limitations
1st	0	No flying or swimming speed
4th	1/8	No flying speed
8th	1/4	—

You can stay in a beast shape for 1 hour. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by

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using a bonus action on your turn. You automatically revert if your concentration ends (as per a concentration spell) or you drop to 0 hit points.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and your Intelligence score. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the beast has the same proficiency as you and the bonus in its stat block is higher than yours, use the beast's bonus instead of yours. If the beast has any legendary or lair actions, you cannot use them.
- When you transform, you assume the beast's hit points. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as the result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage does not reduce your normal form to 0 hit points you are not knocked unconscious.
- You retain the benefit of any features from your class, race, or some other source if the new form is physically capable of doing so. Your ability to take any action requiring hands is limited to the capabilities of your beast form. You retain the ability to speak even if the new form cannot normally speak. You also retain the use any of your special senses, such as dark vision.
- You cannot cast spells and transforming breaks your concentration on a spell you've already cast but it does not prevent you from taking actions that are part of a spell that you've already cast if that spell does not require concentration.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment does not change size or shape to match the new form, and any equipment that the new form cannot wear must fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

## COVEN CURSE

At 2nd level, you learn the *Frog's Croak* curse.

## SHAPER'S CAMOUFLAGE

Starting at 2nd level, you can use an action to alter the colour and texture of your skin to blend into your environment. You also form soft pads on the bottoms of your feet to silence your footsteps. Your clothing and armour merges with your camouflage. Any equipment that merges with your camouflage has no effect until you use a bonus action to revert to your normal form. While camouflaged, you have advantage on Dexterity (Stealth) checks to avoid detection.

## ARCANE CONSTITUTION

At 10th level, you are able to subtly modify your body to mitigate a number of harmful effects. You gain resistance

to poison damage. You also have advantage on saving throws against disease as well as the petrified and poisoned conditions.

## FRIGHTENING FORM

At 14th level, you can alter your appearance so as to give your enemies pause. As a bonus action, you can assume a magically terrifying appearance for 1 minute or until you are incapacitated. For the duration, whenever any creature tries to attack you for the first time on a turn, the attacker must make a wisdom saving throw against your spell save DC. On a failed save, it cannot approach or attack you on this turn, and it must choose a new target for its attack or the attack is wasted. On a successful save, it can approach or attack you on this turn but has disadvantage on the attack roll. Once you use this feature you cannot do so again until you finish a short or long rest.

## SUMMONER'S COVEN

The Summoner's Coven is made up of witches skilled at summoning creatures from other planes.

### BONUS PROFICIENCY

At 1st level, when you choose this coven you gain proficiency with the persuasion skill. If you already have this proficiency you may choose another from the witch's skill proficiency list.

### BONUS CANTRIP

When you choose this coven at 1st level, you learn the *Host* cantrip. This cantrip counts as a witch spell for you but it does not count against the number of cantrips you know.

### SUMMONER'S COVEN SPELLS

Witch Level	Spell
1st	<i>Find Familiar</i> , <sup>1</sup> <i>Phantom Weapon</i>
3rd	<i>Insect Cloud</i> , <i>Psychic Wind</i>
5th	<i>Summon Lesser Fey</i> , <i>Conjure Acid</i>
7th	<i>Conjure Minor Spirits</i> , <i>Fire Shield</i> <sup>1</sup>
9th	<i>Conjure Spirit</i> , <i>Arcane Hand</i> <sup>1</sup>

## SUMMONER'S FAMILIAR

Starting at 1st level, when you cast the *find familiar*<sup>1</sup> spell, in addition to the normal forms, you may also choose a flying monkey or a phantom soul for your familiar.

Additionally, once per long rest, when you cast a spell requiring an attack roll and your familiar is within the spell's range, you can cause your familiar to amplify the spell's damage. Add a number of d4 equal to your witch level to the spell's damage roll.

## COVEN CURSE

At 2nd level, you learn the *Banishing Word* curse.

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## ARCANE TERROR

Starting at 2nd level, you can terrify otherworldly creatures. As an action, you make an arcane gesture and 1 celestial, fey, fiend, or bodiless undead spirit<sup>3</sup> of your choice that you can see must make a Wisdom saving throw against your spell save DC. If the creature fails its saving throw, it becomes frightened of you for 1 minute or until it takes any damage. Creatures that are immune to the frightened condition automatically succeed the saving throw.

While frightened by this feature, the creature must take the dash action and move away from you by the safest available route on each of its turns, unless there is nowhere for it to move.

You must finish a short or long rest to use this feature again. At 11th level, you can use this feature twice per short or long rest. At 18th level you can use it 3 times per long or short rest.

## PARANORMAL COMPOSURE

When you reach 10th level, your experience conjuring otherworldly beings makes you inured to their presence. You resistant to being charmed or frightened by celestials, fey, fiends, or bodiless undead spirits.<sup>2</sup> Moreover, these creatures have disadvantage on saving throws against your *Arcane Terror* feature.

## DUTIFUL SUMMONS

Starting at 14th level, the spirits you commune with protect you when you are at your most vulnerable. If you are reduced to 0 hit points or incapacitated against your will, you can immediately summon 4 spectres.

The conjured spectres appear within 20 feet of you. The spectres are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They attack the creature that reduced you to 0 hit points and any other creature that attacks you or your companions. If you regain consciousness, they will obey your verbal commands. The spectres remain for 1 hour or until they are reduced to 0 hit points. Once you use this feature, you cannot use it again until you finish a long rest.

## CURSES

If a curse has prerequisites, you must meet them to learn it. You can learn the curse at the same time that you meet its prerequisites. If the curse requires a saving throw it is made against your spell save DC.

### ARCANE RETORT

You utter a loud rebuke against a foe in an attempt to do it harm. When a creature hits you with an attack, you can use your reaction to make an attack roll against it, adding your spell attack modifier. If you hit, roll 2d8 + your spell attack modifier for the attack's damage. The damage is the same type as the creature's attack.

### BANISHING WORD

*Prerequisite: Summoner's Coven*

You speak an ancient word of power in an attempt to banish a foe from your plane of existence. When a creature hits you with an attack, you can use your reaction to temporarily send it to a harmless demiplane. The target must make a Dexterity saving throw. On a failed save, the creature is trapped in a harmless pocket universe until the start of your next turn. The target returns to the the space it vacated or in the nearest unoccupied space if that space is occupied.

### BLINDING SCREECH

You let loose a piercing scream in an attempt to blind your opponent. When a creature hits you with an attack, you can use your reaction to blind it. The target must make a Constitution saving throw. On a failed save, blood pours from the creature's eyes, blinding it until the start of your next turn, or until it takes any damage.

### BURNING ROAR

*Prerequisite: Scorcher's Coven*

You let loose a fierce roar, summoning the flames of the lower planes to engulf your opponent. When a creature hits you with an attack, you can use your reaction to attempt to burn it with demonic fire. The target must make a Dexterity saving throw. On a failed save, the creature takes 2d8 + your spell attack modifier of fire damage.

### STUNNING SHOUT

You vocalize an inarticulate shout in an attempt to stun an enemy. When a creature hits you with an attack, you can use your reaction to stun it. The target must make an Intelligence saving throw. On a failed save, the creature's mind is fogged and it is stunned until the start of your next turn, or until it takes any damage.

### DISARMING CRY

You utter an incoherent cry in an attempt to disarm your opponent. When a creature hits you with an attack, you can use your reaction to force it to drop 1 item of your choice that it's holding. The target must make a Strength saving throw. On a failed save, the creature's hand temporarily blackens and shrivels and it drops the object you choose. The object lands at its feet. The creature cannot retrieve the object before the start of its next turn.

### FROG'S CROAK

*Prerequisite: Shaper's Coven*

You let out a loud croak in an attempt to turn your foe into a frog. When a creature hits you with an attack, you can use your reaction to turn it into a frog. The target must make a Constitution saving throw. On a failed save, the creature is transformed into a frog until the start of your next turn, or until it takes any damage.

The target's game statistics, excluding its Intelligence score are replaced by those of a frog. It retains its alignment and personality. the creature assumes the hit points of its new form. When it reverts to its normal form, the target returns to the number of hit points it had before

<sup>3</sup> Bodiless undead spirits include the ghost, shadow, spectre, visitant, will-o'-wisp, wraith, phantom soul, and any similar creature at the GM's discretion.

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it transformed. If it reverts as a result of dropping to 0 hit points, an excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited to the actions it can perform as a frog, and it cannot speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature cannot activate, use, wield, or otherwise benefit from any of its equipment.

## PARALYZING WAIL

*Prerequisite:* *Seer's Coven*

You give a mournful cry in an attempt to lock your foe within its own mind. When a creature hits you with an attack, you can use your reaction to paralyze it. The target must make a Wisdom saving throw. On a failed save, the creature cannot control its limbs and is paralyzed until the start of your next turn, or until it takes any damage.

## PETRIFYING WHISPER

You whisper a word of power in an attempt to turn your enemy to stone. When a creature hits you with an attack, you can use your reaction to petrify it. The target must make a Constitution saving throw. On a failed save, the creature is petrified until the start of your next turn, or until it takes any damage.

## REPELLING HOWL

You let loose a desperate howl in an attempt to drive your opponent away from you. When a creature hits you with an attack, you can use your reaction to push it back. If the target is Large or smaller, it must make a Charisma saving throw. On a failed save, you can move the creature up to 15 feet away from you - its speed is then reduced to 0.

## TRIPPING BELLOW

You bellow an ancient word of power in an attempt to knock a foe down. When a creature hits you with an attack, you can use your reaction to attempt to knock it prone. If the target is Large or smaller, it must make a Dexterity saving throw. On a failed save, an invisible force knocks the creature prone and its speed is reduced to 0.

## WITCH SPELLS

The following are the most common witch spells.

### Cantrips (0 Level)

Acid Splash <sup>1</sup>	Poison Spray <sup>1</sup>
Dancing Lights <sup>1,4</sup>	Resistance <sup>1,4</sup>
Evil Eye	Shocking Grasp <sup>1</sup>
Fate's Strings	Siren Song
Fire Speech	Spare the Dying <sup>1</sup>
Light <sup>1</sup>	Vicious Mockery <sup>1</sup>
Mage Hand <sup>1</sup>	Wind Walk
Mending <sup>1</sup>	Witch Wand
Message <sup>1</sup>	Witches' Shillelagh
	Witchcraft

## RESTRAINING MURMUR

You speak a quiet word of power in an attempt to bind your opponent in place with spectral chains. When a creature hits you with an attack, you can use your reaction to restrain it. The target must make a Strength saving throw. On a failed save, wisps of fog coil into chains and the creature is restrained until the start of your next turn, or until it takes any damage.

## SILENT SCREAM

You let out a forceful scream in an attempt to cause your foe to become deaf and dumb. When a creature hits you with an attack, you can use your reaction to stop its ears and silence its mouth. The target must make a Wisdom saving throw. On a failed save, the creature's ears and mouth are sealed shut and it is unable to hear or speak, scream, or vocalize any sound, until the beginning of your next turn, or until it takes any damage.

## WEAKENING VOICE

You speak in a forgotten tongue in an attempt to weaken an enemy. When a creature hits you with an attack, you can use your reaction to make it more susceptible to 1 damage type. The target must make a Constitution saving throw. On a failed save, choose 1 type of damage.

- If the creature is immune to the type of damage chosen it becomes resistant.

- If the target is resistant to the type of damage chosen it loses its resistance.

- Otherwise, the creature becomes vulnerable to the type of damage chosen.

This curse remains in effect until the start of your next turn, or until the target takes any damage of the chosen type.

## MULTICLASSING

### PREREQUISITES & PROFICIENCIES

Ability Score Minimum	Proficiencies Gained
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Intelligence 13	Brooms, 1 tool from the witch tool list, 1 skill from the witch skill list
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### 1st Level

Bane <sup>1,4</sup>	Find Familiar <sup>1,5</sup>
Bird Bolt	Healing Word <sup>1</sup>
Dark Mist	Death Dart
Detect Evil and Good <sup>1,4</sup>	Identify <sup>1,5</sup>
Detect Magic <sup>1,4,5</sup>	Jinx <sup>4</sup>
Detect Poison & Disease <sup>1,4,5</sup>	Protection f/ Good & Evil <sup>1,4</sup>
Disguise Self <sup>1</sup>	Ray of Fear
Entangle <sup>1,4</sup>	Sacrifice
False Life <sup>1</sup>	Sapping Fire <sup>4</sup>
	Shield <sup>1</sup>

<sup>4</sup> This spell requires concentration and cannot be cast while while using the *Magic Broom* feature.

<sup>5</sup> This spell has the ritual tag.

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Sleeping Death<sup>5</sup>  
Speak with Animals<sup>1,5</sup>  
Toxic Air<sup>4</sup>  
Unseen Servant<sup>1,5</sup>  
**2nd Level**  
Alter Self<sup>1,4</sup>  
Augury<sup>1,5</sup>  
Blindness/Deafness<sup>1</sup>  
Blur<sup>1,4</sup>  
Cone of Force<sup>4</sup>  
Continual Flame<sup>1</sup>  
Detect Thoughts<sup>1,4</sup>  
Enhance Ability<sup>1,4</sup>  
Enlarge/Reduce<sup>1,4</sup>  
Enthrall<sup>1</sup>  
Hag's Eye<sup>5</sup>  
Insect Cloud<sup>4</sup>  
Invigorate<sup>4</sup>  
Lesser Restoration<sup>1</sup>  
Levitate<sup>1,4</sup>  
Locate Animals or Plants<sup>1,5</sup>  
Locate Object<sup>1,4</sup>  
Early Grave<sup>4</sup>  
Moonbeam<sup>1,4</sup>  
Shifting Shadows  
Protection from Poison<sup>1</sup>  
Ray of Enfeeblement<sup>1,4</sup>  
See Invisibility<sup>1</sup>  
Spirit Fire<sup>4</sup>  
Spider Climb<sup>1,4</sup>  
Spike Growth<sup>1,4</sup>  
Web<sup>1,4</sup>  
**3rd Level**  
Bestow Curse<sup>1,4</sup>  
Blink<sup>1</sup>

Clairvoyance<sup>1,4</sup>  
Conjure Animals<sup>1,4</sup>  
Counterspell<sup>1</sup>  
Create Plant Familiar  
Dispel Magic<sup>1</sup>  
Gaseous Form<sup>1,4</sup>  
Hunger of Hadar<sup>4</sup>  
Magic Circle<sup>1</sup>  
Meld Into Stone<sup>1,5</sup>  
Nondetection<sup>1</sup>  
Pentagram Ward  
Plant Growth<sup>1</sup>  
Remove Curse<sup>1</sup>  
Sending<sup>1</sup>  
Speak with Dead<sup>1</sup>  
Speak with Plants<sup>1</sup>  
Spirit Guardians<sup>1,4</sup>  
Summon Lesser Fey<sup>4</sup>  
Tongues<sup>1</sup>  
Vampiric Touch<sup>1,4</sup>  
Water Breathing<sup>1,5</sup>  
Wind Wall<sup>1,4</sup>  
**4th Level**  
Arcane Eye<sup>1,4</sup>  
Witches' Aura<sup>4</sup>  
Banishment<sup>1,4</sup>  
Black Tentacles<sup>1,4</sup>  
Summon Aberration<sup>4</sup>  
Conjure Minor Spirits<sup>4</sup>  
Conjure Woodland Beings<sup>1,4</sup>  
Creeping Malaise<sup>4</sup>  
Divination<sup>1,6</sup>  
Enfeeble<sup>4</sup>  
Giant Insect<sup>1,4</sup>  
Locate Creature<sup>1,4</sup>

Polymorph<sup>1,4</sup>  
Spirit Fire<sup>4</sup>  
Phrenic Assault  
**5th Level**  
Animate Objects<sup>1,4</sup>  
Awaken<sup>1</sup>  
Cloudkill<sup>1,4</sup>  
Commune with Nature<sup>1,5</sup>  
Conjure Spirit<sup>4</sup>  
Contact Other Plane<sup>1,5</sup>  
Contagion<sup>1</sup>  
Dispel Evil & Good<sup>1,4</sup>  
Dream<sup>1</sup>  
Geas<sup>1</sup>  
Hallow<sup>1</sup>  
Insect Plague<sup>1,4</sup>  
Mislead<sup>1,4</sup>  
Monstrous Familiar<sup>4</sup>  
Parasite<sup>4</sup>  
Planar Binding<sup>1</sup>  
Telepathic Bond<sup>1,5</sup>  
Scrying<sup>1</sup>  
Seeming<sup>1</sup>  
Spirits' Wrath<sup>4</sup>  
Telekinesis<sup>1,4</sup>  
**6th Level**  
Circle of Death<sup>1</sup>  
Conjure Fey<sup>1,4</sup>  
Contingency<sup>1</sup>  
Disintegrate<sup>1</sup>  
Eyebite<sup>1,4</sup>  
Flesh to Stone<sup>1,4</sup>  
Forbiddance<sup>1,5</sup>  
Harm<sup>1</sup>  
Invisible Terror<sup>4</sup>

Irresistible Dance<sup>1,4</sup>  
Seance  
Tenser's Transformation<sup>4</sup>  
True Seeing<sup>1</sup>  
Vital Force  
Wall of Thorns<sup>1,4</sup>  
**7th Level**  
Conjure Celestial<sup>1,4</sup>  
Dark Halo  
Divine Word<sup>1</sup>  
Etherealness<sup>1</sup>  
Finger of Death<sup>1</sup>  
Psychic Blast<sup>4</sup>  
Plane Shift<sup>1</sup>  
Regenerate<sup>1</sup>  
Stupify  
Symbol<sup>1</sup>  
**8th Level**  
Animal Shapes<sup>1,4</sup>  
Antipathy/Sympathy<sup>1</sup>  
Demiplane<sup>1</sup>  
Feeblemind<sup>1</sup>  
Silent Madness<sup>4</sup>  
Mind Blank<sup>1</sup>  
Mink Link  
**9th Level**  
Astral Projection<sup>1</sup>  
Disembody<sup>4</sup>  
Foresight<sup>1</sup>  
Shapechange<sup>1,4</sup>  
Subdue  
True Polymorph<sup>1,4</sup>  
Weird<sup>1,4</sup>

## SPELL DESCRIPTIONS

The following spells are unique to the witch class.

### ARCANE HAND<sup>1</sup>

*5th-level evocation*

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (an eggshell and a snakeskin glove)

Duration: Concentration, up to 1 minute

You create a Large hand of shimmering, translucent force in an unoccupied space that you can see within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand.

The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space.

When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it.

**Clenched Fist.** The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 4d8 force damage.

**Forceful Hand.** The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target to remain within 5 feet of it.

**Grasping Hand.** The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting ability modifier.

**Interposing Hand.** The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if



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its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is difficult terrain for the target.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage from the clenched fist option increases by 2d8 and the damage from the grasping hand increases by 2d6 for each slot level above 5th.

## BIRD BOLT

*1st-level conjuration*

Casting Time: 1 action

Range: 30 feet

Components: S, M (a raven's feather)

Duration: Instantaneous

You point a raven's feather and a dark shadow in the shape of a bird leaps from the feather and flies in a straight line. If a creature is in the shadow's path it must make a dexterity saving throw. On a failed save, the target takes 2d8 force damage.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

## BLACK TENTACLES<sup>1</sup>

*4th-level conjuration*

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a piece of tentacle from a giant octopus or a giant squid)

Duration: Concentration, up to 1 minute

Squirming, ebony tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

## CREEPING MALAISE

*4th-level evocation*

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

An immaterial fog appears within a 30 foot radius sphere centred on a point you choose within range. The fog spreads around corners and it lasts until the spell ends.

When a creature enters the fog for the first time on a turn or starts its turn there, that creature must succeed on an

Intelligence saving throw or take 6d8 psychic damage and it gains a level of exhaustion.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher the sphere's diameter increases by 5 feet for every slot level above 4th.

## CONE OF FORCE

*2nd-level evocation*

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a hammer)

Duration: Concentration, up to 1 minute

You touch one willing creature and imbue it with the power to wield force energy. Until the spell ends, the creature can use an action to create a 15-foot cone of force. Each creature in that area must make a Strength saving throw. On a failed save it takes 2d6 force damage and is knocked prone. On a successful save it takes half as much damage and is not knocked prone.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

## CONJURE ABERRATION

*4th-level conjuration*

Casting Time: 1 action

Range: touch

Components: V, S, M (ashes from a funeral pyre)

Duration: Concentration, up to 1 hour

You summon one aberration of a type you choose of challenge rating 5 or lower.

As part of casting the spell, you draw a pentagram on the ground with the funeral ashes used as a material component. The pentagram is large enough to enclose the aberration you are summoning.

The aberration appears in the pentagram at the end of your turn.

Roll initiative for the aberration, which has its own turns. At the start of each of its turns, the aberration makes a Charisma saving throw. On a failed save, the aberration remains under your control until the start of its next turn. On a successful save, the aberration spends its turn attacking the nearest creature.

While it is under your control, the aberration obeys your verbal commands (no action required by you). If you issue no commands, the aberration does nothing other than defend itself.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the challenge rating increases by 1 for each slot level both 4th.

## CONJURE ACID

*3rd-level conjuration*

Casting Time: 1 action

Range: self

Components: V, S, M (a vial of acid)

Duration: Instantaneous

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You make an arcane gesture and acid sprays from your outstretched hand. Each creature in a 60 foot cone must make a Dexterity saving throw. A creature takes 3d8 acid damage on a failed save, or half as much on a successful one.

## CONJURE MINOR SPIRITS

*4th-level conjuration*

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon bodiless undead spirits that appear in unoccupied spaces that you can see within range. You choose 1 of the following options for what appears.

- 1 will-o'-wisp
- 2 spectres
- 4 shadows
- 8 phantom souls

A spirit summoned by this spell disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you do not issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics.

**At Higher Levels:** When you cast this spell using certain higher-level spell slots, you choose 1 of the summoning options, and more creatures appear: 2 times as many with a 6th-level slot and 3 times as many with an 8th-level slot.

## CONJURE SPIRIT

*5th-level conjuration*

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (a pinch of funeral incense)

Duration: Concentration, up to 1 hour

Your call forth a spirit to serve you. Choose an unoccupied space that you can see within range. Then GM chooses the bodiless undead spirit<sup>3</sup> such as a ghost, visitant, or wraith that appears in the space. The spirit disappears when it drops to 0 hit points or when the spell ends.

The spirit is friendly to you and your companions for the duration. Roll initiative for the summoned creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you do not issue any commands to the spirit, it defends itself from hostile creatures, but otherwise take no actions.

If your concentration is broken, the spirit does not disappear. Instead, you lose control of the spirit, it becomes hostile toward you and your companions, and it might attack. An uncontrolled spirit cannot be dismissed by you, and disappears 1 hour after you summoned it. The GM has the creature's statistics.

**At Higher Levels:** When you cast this spell using certain higher-level spell slots more creatures appear: 2 spirits with a 7th-level slot and 3 spirits with an 9th-level slot.

## CREATE PLANT FAMILIAR

*3rd-level transmutation*

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 8 hours

You touch one Tiny, nonmagical plant. The target animates and sprouts little arms and legs, becoming a creature under your control until the spell ends or the creature drops to 0 hit points. See the Plant Familiar stat block for its statistics.

The creature obeys your verbal commands (no action required by you). If you issue no commands, the creature does nothing other than defend itself. Once given an order, the creature continues to follow that order until its task is complete.

When the create drops to 0 hit points, it reverts to its plant form, and any remaining damage carries over to that form.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you can animate two additional plants for each slot level above 3rd.

## DARK HALO

*7th-level evocation*

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

A halo of dark magic appears over your head until the spell ends. You can use a bonus action to cause dark energy to lash out from the halo and strike a creature or object within 120 feet of you. Make a ranged spell attack. On a hit the target takes 6d10 necrotic damage. The halo contains enough energy for 5 attacks. The spell ends early if you use all five attacks.

**At Higher Levels:** When you cast this spell using a spell slot of 8th level or higher, the number of attacks increases by two for each slot level above 7th.

## DARK MIST

*1st-level conjuration*

Casting Time: 1 action

Range: Self (10 foot radius)

Components: V, S

Duration: Instantaneous

Waves of viscid dark mist materialize and boil around you. Each creature within 10 feet of you must make a constitution saving throw. On a failed save, a target takes 2d6 poison damage and is poisoned until the end of its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

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## DEATH DART

*1st-level conjuration*

Casting Time: 1 action

Range: 60 feet

Components: S, M (a pinch of sulfur)

Duration: Instantaneous

You create a dart made of solid darkness and throw it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 necrotic damage.

On a miss, the dart sails on until it hits a solid object or reaches its maximum range. The dart then shatters and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 1d8 necrotic damage.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, all the damage increases by 1d8 for each slot level above 1st.

## DISEMBODY

*9th-level transmutation*

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a white silk handkerchief)

Duration: Concentration, up to 1 hour

You transform up to eight creatures of your choice that you can see within range. An unwilling target must succeed on a Constitution saving throw to resist the transformation.

Each target assumes the form of a bodiless undead spirit<sup>3</sup> of your choice, such as a ghost, shadow, spectre, visitant, will-o'-wisp, wraith or phantom soul. The new form must have a challenge rating that is equal to or less than the target's (or half the target's level, if the target doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen form, but the target retains its hit points, alignment and personality. The target's gear melds into its new form.

Each target gains a number of temporary hit points equal to the hit points of its new form. These temporary hit points cannot be replaced by temporary hit points from another source. A target reverts to its normal form when it has no more temporary hit points. If the spell ends before then, the creature loses all its temporary hit points and reverts to its normal form.

If the creature reverts to its normal form while inside an object, it takes 1d10 force damage and is ejected into the nearest unoccupied space.

The creature is limited in the actions it can perform by the nature of its new form. It cannot cast spells in its new form. The target cannot activate, use, wield or otherwise benefit from any of its equipment.

## ENFEEBLE

*4th-level necromancy*

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Necrotic energy envelopes one creature of your choice that you can see within range, draining its life force. The target takes 6d6 necrotic damage. At the beginning of each of its turns, the target must make a Constitution saving throw. On a failed save, the target temporarily ages, and it must subtract your proficiency bonus from its attack and damage rolls. The spell has no effect on undead or constructs.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

## EARLY GRAVE

*2nd-level transmutation*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a splinter of wood from a coffin)

Duration: Concentration, up to 1 minute

You choose one medium or smaller creature that is standing on dirt, sand or gravel within range. The ground beneath them opens up. The target must make a Strength saving throw to escape the ground. On a failed save, the target is partially buried and is restrained for the spell's duration.

As an action, you can cause the ground to completely engulf the restrained target. The target must make a Strength saving throw to avoid being buried alive. On a failed save, the target is completely buried. The target is restrained, incapacitated, blinded and cannot breathe for the spell's duration.

On its turn, the target can try to escape the grave. The target can use its action to make a Strength check against your spell save DC. On a success, the target escapes.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the number of targets increases by 1 for each slot level above 2nd.

## EVIL EYE

*Enchantment cantrip*

Casting Time: 1 bonus action

Range: 30 feet

Components: S

Duration: 1 round

You place a hex on a creature that you can see within range. Choose one ability when you cast the spell. Until the end of its next turn, the target has disadvantage on the ability checks made with the chosen ability.

A *remove curse* spell cast on the target ends this spell early.

## FATE'S STRINGS

*Divination cantrip*

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Instantaneous

One creature of your choice, you can see within range, is overwhelmed with a sense of its own mortality. The target

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must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next Wisdom saving throw it makes before the start of its next turn.

Undead aren't affected by this spell.

This number of creatures that can be targeted by the spell increases by 1 when you reach 5th level (2 targets), 11th level (3 targets) and 17th level (4 targets).

## **FIRE SPEECH**

*Transmutation cantrip*

Casting Time: 1 action

Range: 10 feet

Components: S

Duration: 1 minute

You cause a face to appear in a nonmagical fire that you can see within range and that fits within a 5-foot cube. The fire's face will willingly answer one yes-no question. Its knowledge is limited to what has occurred in range of its light while it has been burning. The fire is extinguished when the cantrip ends.

## **HAG'S EYE**

*2nd-level divination (ritual)*

Casting Time: 1 action

Range: Touch

Components: S, M (paint and a pickled eye)

Duration: Concentration, up to 1 hour

You paint an eye on an object. For the duration of the spell, you can use your action to see through the painted eye. You continue to do so until you use your action to return to your normal sight. While perceiving through the eye, you are blinded to your own surroundings.

## **INVISIBLE TERROR**

*6th-level enchantment*

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

You call up a creature's deepest fears. One creature you can see with range must make an Intelligence saving throw. On a failed save, the target takes 5d10 psychic damage and it sees its darkest fears take monstrous form and surround it on every side. It is frightened and its speed drops to zero. On a successful save, the target takes half damage and the spell ends.

On subsequent turns, the target can make an Intelligence saving throw at the end of its turn. On a failed save, the target takes an additional 2d10 psychic damage and remains frightened, with a speed of zero. On a successful save, the target takes half damage and the spell ends.

## **HOST**

*Conjuration cantrip*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a mummified frog's toe)

Duration: Instantaneous

Choose one creature you can see within range. A vengeful spirit momentarily possesses the target. The target must succeed on a Wisdom saving throw, or it takes 1d6 psychic damage and cannot take reactions until the start of its next turn.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6) and 17th level (4d6).

## **INCINERATE**

*5th-level evocation*

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 minute

You shout and one creature you can see within range bursts into flame. The target must succeed on a dexterity saving throw or take 6d8 fire damage, or half as much on a successful one. On a failed save, the target remains alight for the duration of the spell. At the start of each of its turns, the target must succeed on a Dexterity saving throw or take 3d8 fire damage. On a successful save, the spell ends.

## **INSECT CLOUD**

*2nd-level conjuration*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an insect wing)

Duration: Concentration, up to 1 minute

Choose a space that you can see within range. A cloud of biting insects appears and remains for the duration. The cloud has a 5 foot radius.

The insects attack any creature that ends its turn within the swarm. The creature takes 1d4 piercing damage. Also, the creature must make a Constitution saving throw. On a failed save the creature takes an additional 1d4 poison damage and can only take bonus actions until the end of its next turn.

As a bonus action, you can command the insects to move up to 30 feet in any direction.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the radius of the insect cloud increases by 5 feet for each level above 2nd.

## **INVIGORATE**

*2nd-level evocation*

Casting Time: 1 bonus action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

A vertical shaft of light shines in a 5 foot radius, 40 foot high cylinder centred on a point with range. Until the spell ends, bright light fills the cylinder.

When a creature enters the spell's area for the first time on a turn or starts its turn there regains 1d8 hit points. The light cannot heal constructs or undead. The light can heal

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a number of times equal to your spellcasting ability modifier (minimum of once).

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d8 for each slot above 2nd.

## IRRESISTIBLE DANCE<sup>1</sup>

*6th-level enchantment*

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

Choose one creature that you can see within range. The target begins a comic dance in place: shuffling, tapping its feet, and capering for the duration. Creatures that can't be charmed are immune to this spell.

A dancing creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected by this spell, other creatures have advantage on attack rolls against it. As an action, a dancing creature makes a Wisdom saving throw to regain control of itself. On a successful save, the spell ends.

## JINX

*1st-level enchantment*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a mummified frog's toe)

Duration: Instantaneous

You place a curse on a creature that you can see within range. Choose one ability when you cast the spell. The target has disadvantage on the next saving throw it makes with the chosen ability.

A *remove curse* spell cast on the target ends this spell early.

## MIND LINK

*8th-level enchantment*

Casting Time: 1 action

Range: Unlimited

Components: V, S, M (a pinch of salt)

Duration: 24 hours

You attempt to create a telepathic link with a creature with which you are familiar. The creature must have an Intelligence score of at least 6. The creature can be anywhere on the same plane of existence as you. The spell ends if you or the target travels to another plane.

For the duration of the spell, you and the target can instantaneously share messages with one another. The target recognizes you as the creature it is communicating with.

For the duration of the spell, you can attempt to influence the target's thoughts. As a bonus action on your turn, you can telepathically suggest a simple course of action to the target. The target must make a wisdom saving throw. On a failed save, the target believes the thought to be its own and, if the suggestion is in line with its alignment, it may

act on the thought. On a successful save, the target knows that you tried to control its thoughts and the spell ends.

## MONSTROUS FAMILIER

*5th-level conjuration*

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (an emerald worth at least 1000 gp)

Duration: Concentration, up to 1 hour

You utter an incomprehensible string of syllables, summoning a spirit in the form of a monstrosity (of a type of your choosing) of challenge rating 6 or lower. The monstrosity appears in an unoccupied space that you can see within range. The monstrosity disappears when it drops to 0 hit points or when the spell ends.

Roll initiative for the monstrosity, which has its own turns. On each of its turns, the monstrosity moves toward and attacks the nearest creature.

On each of your turns, while it is within 90 feet of you, you can issue a telepathic command to the monstrosity. If you issue a command, the monstrosity must make a Wisdom saving throw. On a failed save the monstrosity obeys your command to the best of its ability for the duration of its next turn.

As an action, while it is within 90 feet of you, you can temporarily dismiss the monstrosity. It disappears into a pocket dimension where it awaits your summons. As an action while it is temporarily dismissed, you can cause it to reappear within 90 feet of you.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

## NIGHTWALKER

*6th-level transformation*

Casting Time: 1 action

Range: Self

Components: V, S, M (a vampire fang)

Duration: Concentration, up to 10 minutes

You call on the powers of the night to transform you. For the duration of the spell you cannot cast spells but you gain the following benefits:

- You grow claws that count as natural weapons.
- Your unarmed strikes deal 1d6 slashing damage plus 4d6 necrotic damage and you are proficient with your unarmed strikes.
- You have advantage on your unarmed strikes when you are not in direct sunlight.
- If you don't already have an extra attack, you can attack twice, instead of once, when you take the attack action.
- You gain temporary hit points equal to 10 times your proficiency bonus.
- You are resistant to nonmagical damage.
- You gain dark vision with a range of 60 feet and you can see in magical darkness.

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## PARASITE

*5th-level conjuration*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Clinging parasites cover a creature you can see within range. The target must make a Constitution saving throw. On a successful save, the target takes 2d8 piercing damage and the spell ends. On a failed save, the target takes 2d8 piercing damage and 2d8 poison damage. Until the spell ends, the target takes an additional 1d8 poison damage at the end of each of its turns.

**At Higher Levels:** When you cast this spell using a spell slot 6th level or higher, the initial piercing damage increases by 1d8 for each slot level above 5th.

## PENTAGRAM WARD

*3rd-level abjuration*

Casting Time: 1 hour

Range: Touch

Components: V, S, M (chalk, salt and a ruby worth at least 200 gp, which the spell consumes)

Duration: Until dispelled or triggered

When you cast this spell, you inscribe a pentagram that later unleashes a magical effect. You must inscribe it on a surface such as a floor, wall, book cover, etc. The pentagram can cover a circular area with a radius of between 1 and 5 feet.

The pentagram is clearly visible and cannot be removed except by magic such as a *dispel magic* spell.

You decide what triggers the pentagram when you cast the spell. Once a glyph is triggered, this spell ends.

When triggered, the pentagram erupts with magical energy in a 40 foot radius sphere centred on the pentagram. The sphere spreads around corners. Each creature in the area must make a Wisdom saving throw. A creature takes 3d8 psychic damage and is banished to a harmless demiplane for 1 minute on a fail saving throw. On a successful save, it takes half damage and is not banished.

Any creature standing within the pentagram is not affected by the spell.

**At Higher Levels:** When you cast this spell using a spell slot 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

## PHRENIC ASSAULT

*4th-level evocation*

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (humanoid finger)

Duration: Instantaneous

A bolt of blue energy streaks toward a location you can see within range and explodes in a 20 foot radius sphere. The blast spreads around corners. Each creature in that area must make an Intelligence saving throw. On a failed

save, a creature takes 3d8 psychic damage and another 3d8 psychic damage at the end of its next turn. On a successful save, a creature takes all of the initial damage but no damage at the end of its next turn.

**At Higher Levels:** When you cast this spell using a spell slot 5th level or higher, the initial damage increases by 1d8 for each slot level above 4th.

## PUPPETEER

*2nd-level enchantment*

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose one humanoid that you can see within range. The target must succeed on a Wisdom saving throw or become charmed by you for the duration

The charmed target must move up to its full movement toward a point within range that you choose. It can take its action before it moves.

The target must take the most direct path, but isn't compelled to move into an obviously deadly hazard, nor is it compelled to move in such a way as to provoke opportunity attacks.

On subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

## PHANTOM WEAPON

*1st-level enchantment*

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

An ethereal melee weapon of your choice appears in your hand. Ghostly forms writhe in agony within the weapon's transparent form. Make a melee spell attack against a creature you can reach. On a hit, the target takes 2d10 psychic damage.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

## PSYCHIC BOLT

*7th-level evocation*

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a miniature arrow carved from crystal, worth 250 gp)

Duration: Concentration, up to 1 minute

Psychic energy surrounds you, causing the air within 5 feet of you to ripple. When you cast the spell and on subsequent turns, you can use a bonus action to hurl a blast of psychic energy at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 3d10 psychic damage.

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## PSYCHIC STORM

*5th-level evocation*

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A whirlwind of psychic energy fills a 40 foot tall cylinder with a 20 foot radius, centred on a point within range. Each creature in the cylinder takes 5d6 bludgeoning damage, and must succeed on an Intelligence saving throw or take 5d6 psychic damage and be knocked prone. On a successful save, a creature takes half the psychic damage and is not knocked prone.

## PSYCHIC WIND

*2nd-level evocation*

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: 1 minute

A faint breeze blows around you for the duration of the spell. When you cast the spell, you can make a ranged spell attack against a creature you can see within range. A fierce wind swirls around the target. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action, you can repeat the attack against a creature in range.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, roll an additional 1d8 for every two slot levels above 2nd.

## RAY OF FEAR

*1st-level enchantment*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A beam of sickly yellow light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 psychic damage and must make a Wisdom saving throw. On a failed save, it is also frightened of you until the end of its next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

## ROOTBOUND

*1st-level transmutation*

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

Tree roots sprout from a creature you can see within range. The target must make a Constitution saving throw. On a failed save, it takes 3d6 piercing damage and its speed is reduced to zero until the end of its next turn. On

a successful save, the target takes half as much damage and retains its movement.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

## SACRIFICE

*1st-level necromancy*

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a living creature with zero hit points, channeling your own life force into their body. The creature gains hit points equal to 1d12 + your spellcasting ability modifier. However, you lose 1d4 hit points. This spell cannot be cast by, and has no effect on, undead or constructs.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the healing and damage increase by 1d12 and 1d4, respectively, for each slot level above 1st.

## SAPPING FIRE

*1st-level evocation*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (charcoal)

Duration: Concentration, up to 1 minute

Black flames envelope a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 2d6 necrotic damage, and on each of your turns for the duration, you can use your action to force the target to make a Constitution saving throw. On a failed save, the target gains one level of exhaustion. The spell ends on a successful save. The spell also ends if you use your action to do anything else or if the target is ever outside the spell's range or if you cannot see the target.

When the spell ends, the levels of exhaustion are removed.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st.

## SEANCE

*6th-level conjuration*

Casting Time: 10 minutes

Range: Touch

Components: S, M (salt)

Duration: 1 hour

You attempt to summon a celestial, fey, fiend, or bodiless undead spirit<sup>3</sup>.

As part of casting the spell, you draw a pentagram on the ground with the salt used as a material component. The pentagram is large enough to enclose the creature you are summoning.

Roll on the following table to determine what appears.

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d8 Creature Type

1-2 Celestial

3-4 Fey

5-6 Fiend

7-8 Bodiless Undead Spirit<sup>3</sup>

The GM chooses a creature of the specified type. The creature appears inside the pentagram. Roll initiative for the summoned creature, which has its own turns.

The creature cannot leave the pentagram unless you give it permission to do so. It cannot use harmful abilities or magical effects while inside the pentagram.

The creature is not compelled to obey your commands and acts according to its alignment.

The summoned creature disappears if it drops to 0 hit points or it is within the pentagram when the spell ends. The creature does not disappear if it is outside the pentagram when the spell ends.

## SHIFTING SHADOWS

*2nd-level illusion*

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Shadows swirl around you obscuring your location. Each time a creature targets you with an attack during the spell's duration, roll a d6 to determine whether the attacker catches a glimpse of you. If you roll a 6, the attacker misses regardless of its attack roll, otherwise that attack proceeds as per normal.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blind sight, or if it can perceive illusions as false, as with true sight.

## SHOCK WAVE

*5th-level evocation*

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

At your command, a burst of arcane energy leaps away from you. Each creature you choose within 30 feet of you must succeed on a Strength saving throw or suffer a crushing blow. On a failed save a creature takes 10d6 force damage and is knocked prone. A creature that succeeds on its saving throw takes half as much damage and is not knocked prone.

## SILENT MADNESS

*8th-level abjuration*

Casting Time: 1 action

Range: 150 feet

Components: V, M (a bit of earwax)

Duration: Concentration, up to 10 minutes

Deathly silence fills a 60-foot radius sphere centered on a point you choose within range. For the duration of the spell, no sound can be made within the sphere, nor can sounds outside the sphere penetrate within. Whenever a creature enters the sphere for the first time on its turn or starts its turn within the sphere, it must make a Wisdom saving throw, taking 8d8 psychic damage on a failed save, or half as much on a successful one.

## SIREN SONG

*Enchantment cantrip*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a strand of hair)

Duration: Instantaneous

Choose one creature you can see within range. If the target can see and hear you, it must succeed on a Wisdom saving throw or take 1d4 psychic damage and be compelled to move 5 feet towards you.

Undead and creatures immune to being charmed aren't affected by this spell.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4) and 17th level (4d4).

## SLEEPING DEATH

*1st-level necromancy (ritual)*

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a rotten apple)

Duration: 1 hour

This spell creates a delicious magical apple. The first creature to willingly take a bite from the apple must make a Constitution saving throw. On a failed save, the victim takes 2d4 necrotic damage and falls unconscious for 10 minutes, until the sleeper takes damage, or their true love kisses them. On a successful save the target takes half damage but is otherwise unaffected. Undead, creatures that do not sleep, and creatures immune to being charmed automatically succeed on the saving throw.

The spell is ended early in the following ways:

- The sleeper's true love kisses it.
- The sleeper takes damage.
- A remove curse spell is cast on the sleeper.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, roll an additional 1d4 for each slot level above 1st.

## SOUL FIRE

*2nd-level divination*

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 hour

The target must make a Wisdom saving throw. On a failed save, the victim takes 3d8 fire damage, or half as much



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damage on a successful one. On a failed save, a ghostly fire illuminates the target. The fire is visible even if the target is invisible, in magical darkness or otherwise obscured.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, roll an additional 1d8 for each slot level above 2nd.

## SPIDER GRIP

*Transmutation cantrip*

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

Your hands and feet grow tiny hairs, imperceptible to the naked eye, which allow you to cling to walls and ceilings. You gain a climbing speed equal to your walking speed until the end of your turn.

## SPIRITS' WRATH

*5th-level conjuration*

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You call on the spirits of the dead to defend you. Choose a point you can see within range. A ghostly wind blows in a 60-foot sphere centered on that point. At the start of each of your turns, each hostile creature inside the sphere must succeed on a Strength saving throw or take 4d8 force damage and be knocked prone by the raging wind. As a bonus action on your turn, you can direct the wind to hurl a tiny item in the sphere, that is not being worn or carried, at a creature you can see in the sphere. Make a ranged spell attack against the target. On a hit, the target and the object takes 3d8 nonmagical bludgeoning damage.

## SPIRIT FIRE

*4th-level transmutation*

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

For the spell's duration, your body is wreathed in spiritual fire and you gain the following benefits.

- Your body sheds light in a 5-foot radius.
- You gain 5 temporary hit points.
- You make Dexterity saving throws with advantage.
- You are resistant to fire damage. If you are already resistant you become immune.
- Your melee weapon attacks deal an extra 1d6 fire damage on a hit.

## STUPIFY

*7th-level enchantment*

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

The target is incapacitated and restrained.

For the duration of the spell, at the beginning of each of its turns, the target must make a Wisdom saving throw. On a successful save, the spell ends.

## SUBDUE

*9th-level enchantment*

Casting Time: 1 action

Range: 90 feet

Components: S

Duration: Instantaneous

You use your psychic powers to subdue up to 10 creatures of your choice that you can see within range.

Each target must make an Intelligence saving throw. On a failed save, a target takes 8d8 psychic damage and is knocked unconscious. On a successful save, a target takes half as much damage and isn't knocked unconscious.

An unconscious target makes an Intelligence saving throw at the end of each of its turns. On a successful save, it is no longer unconscious.

## SUMMON LESSER FEY

*3rd-level conjuration*

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a wilted rose)

Duration: Concentration, up to 1 hour

You summon fey creatures. Roll on the following table to determine what appears.

d8 Fey Creatures Summoned

1-2 One fey creature of challenge rating 2

3-4 Two fey creatures of challenge rating 1

5-6 Four fey creatures of challenge rating 1/2

7-8 Eight fey creatures of challenge rating 1/4

The GM chooses the fey creatures, such as sea hags, dryads, satyrs or sprites, and you choose the unoccupied spaces you can see within range where they appear. A summoned fey creature disappears when it drops to 0 hit points or when the spell ends.

The fey creatures are friendly to you and your companions. Roll initiative for the summoned fey creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the fey creatures statistics.

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**At Higher Levels:** When you cast this spell using certain higher level spell slots, more fey creatures appear - twice as many with a 5th level slot, three times as many with a 7th level slot, and four times as many with a 9th level slot.

## TELEPATHIC BOND<sup>1</sup>

*5th-level divination (ritual)*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (pieces of eggshell from two different kinds of creatures)

Duration: 1 hour

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures with Intelligence scores of 2 or less aren't affected by this spell.

Until the spell ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend to other planes of existence.

## TOXIC AIR

*1st-level transmutation*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You corrupt the air around one creature you can see in range. A construct or an undead is immune. The target must succeed on a Constitution saving throw or become poisoned until the spell ends. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can target 1 additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

## VITAL FORCE

*6th-level necromancy*

Casting Time: Special

Range: 60 feet

Components: V, S, M (a pinch of saltpeter)

Duration: Instantaneous

As a reaction, which you take when a humanoid you can see within range dies, you harness the humanoid's vital spark before it is snuffed out. Choose one of the following ways to direct the energy.

- Each creature within 5 feet of the humanoid must succeed on a Constitution saving throw or lose hit points equal to half the humanoid's hit dice.

- Each creature within 5 feet of the humanoid must make a Constitution saving throw. On a successful save, they regain hit points equal to half the humanoid's hit dice.

Undead and constructs are immune to this spell.

## WIND WALK

*Transmutation cantrip*

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You harness the air around you, causing it to lift you up to 5 feet straight up off the ground. While hovering, your speed drops to zero and you have advantage on saving throws against being knocked prone. On your turn, you can choose to return to the ground, ending the spell. If the spell ends while you are aloft, you fall.

## WITCH WAND

*Transmutation cantrip*

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 minute

You touch twig or small branch; creating a makeshift wand. You, or someone else, can make a ranged spell attack with the wand. The wand has a range of 30 feet. If someone else attacks with the wand, that attacker adds your spell attack modifier, not the attacker's, to the attack roll. On a hit, the target takes force damage equal to 1d4 + your spell attack modifier. The wand has three charges and after the third use the spell ends.

If you cast this spell again, the spell ends early on the wand still affected by it.

## WITCHES' AURA

*4th-level abjuration*

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

A sphere of white light with a 10 foot radius emanates from you. Choose any number creatures you can see (including you) when you cast this spell. While a chosen creature is within 10 feet of you it gains resistance to fire, poison and psychic damage. Each creature also has advantage on saving throws to avoid fire damage, becoming diseased and being charmed, frightened, petrified or poisoned.

## WITCHES' FAMILIAR

*1st-level conjuration (ritual)*

Casting Time: 10 minutes

Range: 10 feet

Components: V, S, M (10 gp worth of incense that must be burnt as part of the spell's casting)

Duration: Instantaneous

You bat, cat, frog, owl, poisonous snake, rat, or raven. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is celestial, fey, fiend, or bodiless undead spirit<sup>3</sup> (your choice) instead of beast.

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Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

Regardless of its form your familiar can speak. Your familiar speaks Common and one of Abyssal, Celestial, Infernal, or Sylvan (depending on its origin).

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappear after you cast this spell again.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into into the chosen creature.

You can dismiss your familiar as a free action, ending the spell.

Finally, when you cast a spell and your familiar is within the spell's original range, you can use the familiar as the spell's new point of origin. The spell's new range is based on your familiar's location, rather than your own.

## WITCHES' SHILLELAGH

*Transmutation cantrip*

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a broom)

Duration: 1 minute

The broom you are holding is imbued with magical energy.

For the duration, you can use an action to use the broom to make a melee spell attack against one creature within 5 feet of you. On a hit, in addition to the broom's normal damage, the target takes 1d6 force damage.

The spell ends if you cast it again or if you let go of the broom.

**At Higher Levels:** The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## WITCHCRAFT

*Transmutation cantrip*

**Casting Time:** 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

Drawing on your connection to the spirit world, you create 1 of the following effects within range:

- You create a tiny harmless sensory effect that predicts what the weather will be at your location for the next 24 hrs. the effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.<sup>1</sup>
- You chill, warm, or flavour up to 1 cubic foot of nonliving material for 1 hour.<sup>1</sup>
- You cause flames to flicker, brighten, dim, or change colour for 1 minute.<sup>1</sup>

- You instantaneously cause an unlocked door or window to fly open or slam shut.<sup>1</sup>

- You alter the appearance of your eyes for 1 minute.<sup>1</sup>

If you cast this spell multiple times, you can have up to 3 of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.<sup>1</sup>

## OBJECT DESCRIPTIONS

### WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Witches' Melee Weapons</i>				
Broom	2 sp	1d4 bludgeoning	3 lbs.	Special, Two-Handed

### SPECIAL PROPERTY: BROOM

If the target has eyes, you may choose to attack with the bristle end of the broom, rather than the handle. You attempt to poke the target in the eyes; on a successful hit the bristles do 1 point of piercing damage and the target is partially blinded. The next attack on the target made before the start of the creature's next turn has advantage.

### ADVENTURING GEAR

Item	Cost	Weight
<i>Witch's Focus</i>		
Athame	15 gp	1 lbs.
Crystal	10 gp	1 lbs.
Orb	20 gp	3 lbs.
Pentagram	5 gp	1 lbs.

## MONSTER DESCRIPTIONS

### FLYING MONKEY

*Tiny monstrosity, chaotic neutral*

**Armour Class.** 12

**Hit Points.** 4 (1d4 + 2)

**Speed.** 30 ft., fly 30 ft. climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
4(-3)	15 (+2)	10 (0)	5(-3)	12 (+1)	6 (-2)

**Senses.** darkvision 60 ft., passive Perception 11

**Challenge.** 0 (10 XP)

**Hybrid Form.** An ancient matriarch of the Shaper's Coven created the first flying monkeys to be her minions. These mischievous winged primates grow to the size of the average house cat.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target, *Hit:* 2 (1d4) piercing damage.

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**Flyby.** The flying monkey does not provoke opportunity attacks while flying.

## PHANTOM SOUL

*Tiny undead, unaligned*

**Armour Class.** 13

**Hit Points.** 15 (6d4)

**Speed.** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	10 (0)	6 (-2)	10 (0)	12 (+1)

**Damage Resistance.** bludgeoning, piercing, and slashing from non magical weapons

**Damage Immunities.** poison

**Condition Immunities.** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses.** darkvision 60 ft., passive Perception 10

**Languages.** understands but cannot speak the languages it knew in life

**Challenge.** 1/4 (50 XP)

**Vestigial Form.** The phantom soul is the last fragment of a once living creature. It lacks the compulsions and uncontrolled rage of creatures like spectres and wraiths — it is the psychic echo of a life rather than a true ghost.

**Undead Nature.** The phantom soul does not require air, food, drink, or sleep.

**Ephemeral.** The phantom soul can't wear or carry anything.

**Incorporeal Movement.** The phantom soul can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

### ACTIONS

**Haunting Touch.** *Melee Spell Attack:* +3 to hit, reach 5 ft., one target, *Hit:* 5 (2d4 + 1) psychic damage.

## PLANT FAMILIAR

*tiny plant, neutral*

**Armour Class.** 13

**Hit Points.** 6 (2d4 + 2)

**Speed.** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	12(+1)	12(+1)	4 (-3)	10 (0)	8 (-1)

**Condition Immunities.** charmed,

**Senses.** blindsight 60 ft. (blind beyond this radius), passive Perception 10

**Languages.** understands but cannot speak the languages its creator speaks

**Challenge.** 0 (10 XP)

### ACTIONS

**Slam.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target, *Hit:* 2 (1d4) bludgeoning damage.

## VISITANT

*Medium undead, chaotic neutral*

**Armour Class.** 12

**Hit Points.** 58 (13d8)

**Speed.** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	12 (+1)	10 (0)	10 (0)	16 (+3)

**Saving Throws.** WIS +2, CHA +5

**Damage Resistance.** acid, cold, fire, necrotic

**Damage Immunities.** poison, bludgeoning, piercing, and slashing from non magical weapons

**Condition Immunities.** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses.** darkvision 60 ft., passive Perception 10

**Languages.** understands but cannot speak the languages it knew in life

**Challenge.** 4 (1100 XP)

**Proficiency Bonus.** +2

**Undead Nature.** The visitant does not require air, food, drink, or sleep.

**Ephemeral.** The visitant can't wear or carry anything.

**Incorporeal Movement.** The visitant can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

### ACTIONS

**Deathly Gaze.** *Ranged Spell Attack:* +4 to hit, reach 30 ft., one target, *Hit:* 12 (3d6 + 2) necrotic damage.

**Haunting Touch.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one target, *Hit:* 8 (2d6 + 2) psychic damage.

**Maddening Presence.** Each non-undead creature within 5 feet of the visitant must make a DC 13 Wisdom saving throw hit. On a failed save a creature must roll on the madness table. A creature suffering a madness effect can repeat the saving throw at the end of each of its turns, with disadvantage if it still within 5 feet of the visitant. A creature can only suffer from one madness effect at a time.

### MADNESS

#### d8 Effect (lasts 1 minute)

- 1 The creature retreats into its mind and becomes paralyzed. The effect ends if the creature takes any damage.
- 2 The creature becomes incapacitated and spends the duration screaming, laughing, or weeping.

# MINIATURE MAGE

- 3 The creature becomes frightened and must use its movement to flee from the visitant.
- 4 The creature begins babbling and is incapable of normal speech or spellcasting.
- 5 The creature must use its action each round to attack the nearest non-visitant creature.
- 6 The creature experiences vivid hallucinations and has disadvantage on ability checks.
- 7 The creature is stunned.
- 8 The creature falls unconscious. The effect ends if the creature takes any damage.

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