

OCCULTIST 1.3.2

Wisps of purple smoke and dancing shadows rise from the ritual as the young human woman with strange magical markings tattooed across her hands whispers words in a language long forgotten, calling forth ancient powers.

The woods creak and bend, black wings beating as a raven alights on the outstretched hand of an ancient elf, her eyes as black as the raven's. Soft words are spoken, and the elf nods in agreement.

A young orc lets out a bellowing roar and flames burst into a form taller than an ogre, causing her enemies to flee. She holds up her spear and the flames pour from the roaring fire spirit to it, swirling about it, causing it to roar alight with searing magical flames.

The mysterious halfling woman gives a knowing smile, her unseeing eyes focused on you. She knows what you've come for, and tosses a handful of incense into the fire; what it is she sees in there? Your fate? Your destiny? As she speaks, it is only in riddle.

Occultists are those that follow the old ways, a path of ritual and wisdom long known yet oft forgotten. Rather than force magic to obey, they bind, twist, manipulate, and compromise with it. They follow ancient agreements and techniques to produce results that few fully understand, even those that use them, but they know it will work, for it always has.

ANCIENT TRADITIONS

Occultists are spellcasters following legacies that go far back. While they may or may not be directly tutored or influenced by another member of their tradition, their path to magic involves unearthing ancient secrets, old ways, and knowledge gleaned from spirits, ghosts, and elementals.

They often personify aspects of their magic in ways that other casters find odd, coaxing and manipulating magic forces by ancient laws and bargains. Occultists tread between the arcane and the divine, not necessarily worshiping any god, but treating gods and spirits alike with cautious respect for their domains, asking for what they take, and carefully giving thought to their actions.

Each tradition that appears in the Occultist is an ancient legacy of magic, found deep within folklore and story. Every villager could tell you stories of Occultists and their traditions, and they are often seen in this context. Though villagers and the superstitious might fear them and their magic, they may be more likely to turn to them than a Wizard, for at least an Occultist makes sense to them, even if they are scared by their powers.

SPIRITUAL MAGIC

A common thread of the magic wielded by the Occultist is the spiritual connection of it; the demi-divine nature of magic that taps into the weave of magic oft through the intermediaries of the power of gods, spirits, elementals, and more. An Occultist is fundamentally tied into the greater magical world, being neither a source of magic nor an academic researcher of it, but wielding it through intuition, cunning, and tradition.

Frequently an Occultist may call upon their magic through the mediums of spirits quite directly, even having names for the spirits it calls about to bring about certain magical effects; the verbal component of an Occultist's spell might be the spirit they call upon to work the effect they wish, an invocation of their ancient bargain, or words in a language that binds or persuades.

OCCULTIST

Level	Proficiency Bonus	Features	Occult Rites	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spell Casting, Occult Tradition	—	3	3	2	—	—	—	—	—	—	—	—
2nd	+2	Occult Rites	2	3	4	3	—	—	—	—	—	—	—	—
3rd	+2	Occult Tradition Feature	2	3	5	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	2	3	6	4	3	—	—	—	—	—	—	—
5th	+3	—	3	4	7	4	3	2	—	—	—	—	—	—
6th	+3	Occult Tradition Feature	3	4	8	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	9	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	4	10	4	3	3	2	—	—	—	—	—
9th	+4	—	5	4	11	4	3	3	2	1	—	—	—	—
10th	+4	Traditional Expertise	5	5	12	4	3	3	3	2	—	—	—	—
11th	+4	—	5	5	13	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	6	5	14	4	3	3	3	2	1	—	—	—
13th	+5	—	6	5	15	4	3	3	3	2	1	1	—	—
14th	+5	Occult Tradition Feature	6	5	16	4	3	3	3	2	1	1	—	—
15th	+5	—	7	5	17	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	7	5	18	4	3	3	3	2	1	1	1	—
17th	+6	—	7	5	19	4	3	3	3	2	1	1	1	1
18th	+6	—	8	5	20	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	8	5	20	4	3	3	3	3	2	1	1	1
20th	+6	The Old Ways	8	5	20	4	3	3	3	3	2	2	1	1

CREATING AN OCCULTIST

When creating an Occultist, the most important decision will be what Tradition you follow. Each Tradition of an Occultist is distinct with divergent flavor and calling upon a different aspect of folklore.

QUICK BUILD

You can make an Occultist quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Constitution or Dexterity. Second, choose the hermit background. Third, choose the *poison spray* and *produce flame* cantrips, along with the 1st-level spells *burning hands*, *cause fear*^{XGE}, *cure wounds*, and *hideous laughter*.

CLASS FEATURES

HIT POINTS

- **Hit Dice:** 1d6 per Occultist level
- **Hit Points at 1st Level:** 6 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per Occultist level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Daggers, quarterstaves, light crossbows

Tools: Herbalism kit

Saving Throws: Wisdom, Charisma

Skills: Choose two from Animal Handling, Arcana, Deception, History, Investigation, Medicine, Nature, Religion, Sleight of Hand, Stealth, Survival

EQUIPMENT

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

- (a) a quarterstaff, (b) a dagger, or (c) one simple weapon (if proficient).
- (a) a component pouch or (b) an occult fetish
- (a) a scholar's pack or (b) an explorer's pack
- (a) leather armor, or (b) scale mail, (if proficient)
- An herbalism kit.

SPELLCASTING

As a practitioner of occult magic, you have inherited and developed techniques to manipulate reality through mediums of rituals, spirits, elements, and more. See Spells Rules for the general rules of spellcasting and the Spells Listing for the Occultist spell list.

CANTRIPS

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

SPELL SLOTS

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

For example, if you know the 1st-level spell *witchbolt* and have a 1st-level and a 2nd-level spell slot available, you can cast *witchbolt* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know four 1st-level spells of your choice from the Occultist spell list.

The Spells Known column of the Occultist table shows when you learn more Occultist spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Occultist spells you know and replace it with another spell from the Occultist spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your Occultist spells. Your magic comes from a practitioner's knowledge of tradition, ritual, and the way things work learned through experience, care, and cunning. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an Occultist spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier.

Spell attack modifier = your proficiency bonus + your Wisdom modifier.

RITUAL CASTING

You can cast any Occultist spell you know as a ritual if that spell has the ritual tag.

SPELLCASTING FOCUS

You can use an occult fetish as a spellcasting focus for your Occultist spells.

OCCULT FETISH

Similar to a holy symbol or an arcane focus, an occult fetish is a magical focus, but one that functions for the Occultist.

It can be almost anything, though usually has a somewhat macabre bent, such as a skull decorated with feathers or pendant decorated with teeth and runes.

You can buy or make one for 10 gp, and it typically weighs about 1 lb.

OCCULT TRADITION

Choose an occult tradition, shaping your the techniques, features, and rites available to you from the following: Witch, Hedge Mage, Oracle, or Shaman.

Your choice grants you features at 1st level, 3rd level, 6th level, and 14th level.



OCCULT RITES

As you delve into your Tradition of occult magic, you find deviations and branches to explore that help you specialize and perfect your craft in the way that best suits you.

At 2nd Level, you gain two occult rites of your choice. Your occult rites options are detailed at the end of the occult tradition description for tradition specific Rites, and at the end of the class description for general rites. You can select from either your tradition or class list. When you gain certain Occultist levels, you gain additional occult rites of your choice.

Additionally, when you gain a level in this class, you can choose one of the occult rites you know and replace it with another occult rite that you could learn at that level. A level prerequisite in an occult rite refers to Occultist level, not character level.

CLASS & SUBCLASS RITES

Each occult tradition has specific rites that only they can select, and for each tradition, these are added to the pool of rites with the class rites you can select. You can select from either list when you are selecting a new rite.

ABILITY SCORE IMPROVEMENT

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

TRADITIONAL EXPERTISE

Starting at 10th level, your passed down knowledge of tradition gives you expertise in a skill of your tradition; choose one of your skill proficiencies from among Animal Handling, Arcana, Medicine, Nature, Religion, or Survival. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency. If you do not have proficiency in any of the selected skills, you instead gain proficiency in one of your choice.

Additionally, when you make a Wisdom ability check, you can draw upon your tradition and expend a spell slot to gain advantage on the check.

THE OLD WAYS

At 20th level, your mastery of ritual and tradition is extensive and unparalleled, you've unlocked ancient secrets and perfected techniques to master rituals completely. Any Occultist spell you know of 3rd level or lower becomes a ritual spell for you. When you cast a spell without the ritual tag as a ritual, it requires additional consumed material components worth 10 gold per level of the spell.

Additionally, your mastery of rituals allows you to work them more quickly. A spell cast as a ritual only takes additional turns equal to the spell's level to cast (for example, casting a 3rd level spell as a ritual would take four turns to cast, casting as your action or bonus action on the fourth turn). Spells with a casting time of a reaction cannot be cast as a ritual.





TRADITION OF THE WITCH

A Witch can be many things, and most often refers to someone that villagers find scary and weird, but at the heart of every crazed story there's a sliver of truth, and that truth is that Witches do indeed exist.

Some may live openly as what they are, while others may be the last person the superstitious villagers might expect. Varied in their powers, designs, and traditions based on their Coven, generalizing about a Witch is challenging, but they are most often defined by the varied utilitarian magic, hexes that make crossing them unwise, and powerful intelligent familiars.

WITCH'S MAGIC

When you select this tradition at first level you learn the spell *find familiar*, and when you summon a familiar with this spell, it acts on your initiative. Additionally, you can select two additional cantrips of your choice from the Occultist spell list.

WITCHES & GENDER

While the term "witch" is often used to refer to a female spellcaster in contrast to a male "warlock," the Warlock class is certainly available to any gender and the same is generally true for the Witch subclass.

Various settings' lore and mythos may make assumptions about gender for witches, but by their very nature PCs tend to be the exception to rules. This subclass is not limited to any particular gender.

COVEN

Starting at 1st level, you select the Coven you belong to from among Black Coven, White Coven, and Green Coven. Based on which Coven you select, you gain access to additional spells and manifest different special powers. Spells gained from this feature are added to your spells known and count as Occultist spells for you, but do not count against the total number of spells you can know.

While the Covens are often associated with Evil, Good, and Neutral respectively, you do not have to have a particular alignment to join a particular coven - it is merely your area of expertise and what traditions you know.

While a Witch of the Black Coven specializes in inflicting pain, curses, and eventual agonizing death on those that cross them and a Witch of the White Coven focuses on binding and healing, the focus of a Witch of the Green Coven is the closest to the Witch's roots in hag-like fey magic, drawing power from nature to baffle her foes and control her surroundings.

BLACK COVEN

Witch Level	Bonus Spells
1st	<i>rotting curse^K, hideous laughter</i>
3rd	<i>blindness/deafness, darkness</i>
5th	<i>bestow curse, curse of doom^K</i>
7th	<i>black tentacles, devour shadow^K</i>
9th	<i>killing curse^K, contagion</i>

WHITE COVEN

Witch Level	Bonus Spells
1st	<i>binding hex^K, healing word</i>
3rd	<i>calm emotions, hold person</i>
5th	<i>karmic hex^K, mass healing word</i>
7th	<i>banishment, resilient sphere</i>
9th	<i>enfeebling hex^K, dispel evil and good</i>

GREEN COVEN

Witch Level	Bonus Spells
1st	<i>befuddling curse^K, entangle</i>
3rd	<i>alter self, enlarge/reduce</i>
5th	<i>curse of misfortune^K, major image</i>
7th	<i>greater invisibility, polymorph</i>
9th	<i>swapping curse^K, seeming</i>

FAMILIAR BOND

At 3rd level, when you cast *find familiar*, your familiar gains an Intelligence, Wisdom and Charisma of 10, (Unless that respective score is already greater) and the ability to speak any languages you speak. When your familiar takes damage, you can choose to take that damage yourself instead, transferring all damage to you.

Additionally, you can cast spells with a material component if your familiar can access the material component without holding it yourself (including curse spells that can acquire the material component by touching the target creature).

BLACK COVEN

As a reaction to a creature within 30 feet of your familiar hitting with an attack, you can have your familiar subtract 1d4 + half your Occultist level (rounded down) from the attack roll (no action required from the familiar). It can do this a number of times equal to your Wisdom modifier, regaining all uses after you complete a long rest.

WHITE COVEN

When you complete a long rest, your familiar gains temporary hit points equal to your Wisdom modifier + twice your Occultist level. While it has temporary hit points, as an action your familiar can teleport to a creature within 30 feet of it and grant that creature one or more of its temporary hit points. You can direct it to do this immediately using your reaction when a creature within 30 feet of it takes damage (no action required by the familiar).

GREEN COVEN

When you complete a long rest, your familiar gains a number of illusory duplicates equal to your Wisdom modifier (a minimum of one). These persist until destroyed by taking damage or you complete a long rest. The illusory duplicates cannot take any actions, but move and act like your familiar during your turn, staying within 30 feet of you or it.

At the end of your familiar's turn or when it takes damage, it can swap places with an illusory familiar (no action required by the familiar). If it does this as a result of taking damage, the illusory familiar is destroyed but the familiar takes no damage. Illusory duplicates are immune to damage while within 5 feet of you.

Unless otherwise specified, illusory familiars occupy the Witch's space and move with them.

RED COVEN

If using the [Blood Magic Expansion](#), the Witch gains an additional Coven option, the blood stained Red Coven.

WITCH'S TOUCH

Starting at 6th level, whenever you cast a spell with a range of touch (including through your familiar), you can add one of the following modifiers to the spell:

- It grants one affected target temporary hit points equal to your Wisdom modifier. Only one creature can have these temporary hit points at a time.
- It deals additional damage equal to your Wisdom modifier to one affected creature.
- It adds or subtracts 1d4 from the target's next attack roll or saving throw before the start of your next turn.

You can also confer these effects to another spell with a range longer than touch by making its range touch, or confer these effects as an action without casting a spell by touching a target (making a melee spell attack to do if the target is an unwilling creature). If you make the range of a curse spell touch, you no longer need the material component for the spell.

MASTER OF CURSES

Starting at 14th level, you no longer need the material component for curse spells (even when casting them at range).

Additionally, casting 1st level Hex or Curse spell no longer interrupts or is interrupted by concentration of other spells, though this cannot let you concentrate on more than two spells at a time, with at least one being a 1st level Hex or Curse. If you lose concentration while you are doing this, concentration is lost on both spells.

WITCH SPECIFIC RITES

Animate Broom (Prerequisite: 12th level Witch)

You infuse an object - traditionally a broom, but any vaguely broom-shaped object (like a staff, spear, or similar) can be used - 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 during 8 hours of work. If a previous broom still exists when you make a new one, it loses its magic upon the completion of the new one.

Animate Hair

As an action, you can expend a 1st level spell slot to cause your hair to lengthen, strengthen, and spring to life for 1 minute. When you use this feature and as an action on your subsequent turns while it is animated you can make melee spell attack with a range of 10 feet, dealing 1d8 bludgeoning damage on hit. This damage increases by 1d8 when you reach 5th Level (2d8), 11th level (3d8), and 17th level (4d8). If you hit a Large or smaller creature with this attack, as a bonus action you can attempt to grapple the creature with your hair using your Wisdom modifier in place of your Strength modifier to initiate and maintain grapple. Your reach with touch spells is also increased to 10 feet while it is animated.

A grappled creature can contest the grapple as normal, or deal 5 slashing, fire, or acid damage to the hair to free themselves. The hair has an AC of 12, and you take no damage when it is attacked.

Companion Coven

As a ritual that takes 1 hour, you can form a coven bond with one willing creature. While both of you are conscious and within 120 feet of each other, you gain the ability to share spell slots up to a spell slot of your Witch level divided by four (rounded down), minimum of 1st level slots. While this bond is active, you can use your Spellcasting feature to cast using their spell slots (consuming them as normal), and they can use their Spellcasting feature (if they have one) to cast using your qualifying spell slots (consuming them as normal).

Additionally, you know their location at all times while they are part of your coven and within 120 feet of you. You can only be bonded to one creature with this bond at a time. You can end this coven at any time.

Curse Specialist

All the curses and hexes from other covens are added to your Occultist spell list as options you can pick when learn new spells. You can select this rite, you can learn 1 curse or hex spell to learn that does not count against your spells known.

Divine Presence (Prerequisite: White Coven)

Your familiar is always under the effect of *sanctuary*. If it deals damage (such as channeling one of your spells), the effect is suppressed until the start of its next turn.

Evil Eye

You gain the ability to lay the most unsettling gaze upon a creature. As a reaction to a creature within 15 feet attacking you, you can unleash a terrifying glare at them (occurring after the attack completes). The target creature must make a Wisdom saving throw against your spell save DC or become frightened of you until the end of your next turn. "Once a creature has succeeded on a save against this ability, they are immune to it for 24 hours.

Additionally, you gain proficiency in the Intimidation skill.

Familiar Swap

If your familiar is within 60 feet of you, as an action, you can swap places with your familiar. If you cannot fit into the space where your familiar is, the ability fails and you take 1d6 force damage. Once you use this Rite, you must finish a short or long rest before you can use it again.

Form of the Familiar

You learn the *form of familiar* spell, and gain the ability to cast it once without expending a spell slot as an action. You regain the ability to cast it in this way again after completing a short or long rest. You can also cast the spell using any spell slots you have.

Light of the Moon

You can channel to power of the moon, drawing its light following ancient traditions. You learn the spells *faerie fire* and *moonbeam*. When you cast either of these spells, allied creatures of your choice within the area of effect are not affected, and instead gain temporary hit points equal to your Wisdom modifier.

Riding Familiar

If you have a familiar without a flying speed, as an action you can make them become a creature one size larger than you (up to Large sized) for 8 hours. As an action, you can revert your familiar to its normal size. At 12th level, you can use this ability on a familiar with a flying speed. Once you use this rite, you must finish a short or long rest before you can use it again. Your familiar's strength becomes 10 while enlarged, if it was not already higher.

Skulking Familiar

Any familiar summoned by you gains proficiency in the Stealth skill and its movement doesn't provoke opportunity attacks.

Witch's Brew

During a short or long rest, you can infuse a spell with a casting time of one action or bonus action into a concoction, expending the spell slot on completion of the rest.

This spell can subsequently be cast by anyone carrying the potion by drinking the potion as an action, with the drinker as the target, acting as the caster of the spell, but using your spellcasting ability modifier.

The potion remains potent until you complete a long rest and recharge the spell slot expended to create the potion.

Witch's Claws

As an action, you can form nails form into wicked claws and you make a melee spell attack against a creature within 5 feet of you. On hit, the target takes 1d10 + your Wisdom modifier slashing damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10). At 6th level, you can apply your Witch's Touch feature when you hit with this attack (including potentially dealing your Wisdom modifier damage twice).

Witch's Hat

You invest a hat (traditionally a floppy wide brimmed black witch's hat) with some of your magic, turning it into a *hat of disguise*. If your hat is lost or destroyed, you can create a new one with 2 hours of work. If a previous hat still exists when you make a new one, it loses its magic upon the completion of the new one.

WITCH HEXES & CURSES

These are special spells gained through the Coven spell list.

CURSE SPELL MATERIAL COMPONENTS

All curse spells require "something from the target creature (such as blood, hair, or scales) which the spell consumes" as the material component. This can be satisfied by either by having that material, or being in range to touch the creature while casting the spell.

UPCASTING CURSES

All curses with no upcasting trait gain the following upcasting text:

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

BEFUDDLING CURSE

1st-level enchantment (curse)

Classes: N/A

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You befuddle a creature's mind, swapping the position of two things it can see that are of the same size and category (for example, two medium creatures or two gargantuan buildings). The target creature must make a Wisdom saving throw. On failure, it is unaware the two things have been swapped.

Each time the creature interacts with, attacks, or is attacked by a swapped targets, it can repeat its saving throw against the effect.

BINDING HEX

1st-level enchantment (curse)

Classes: N/A

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You bind a creature to its current space, causing glowing chains to bind it to that spot on the ground. For the duration of the spell, if the creature attempts to move away from that spot, it must make a Wisdom saving throw. On failure, it cannot move further away from that spot until the start of its next turn. On success, it can move as normal until the start of its next turn.

If the creature starts its turn more than 5 feet from the point, it is pulled 5 feet towards the space it is bound to at the start of each of its turns.

CURSE OF MISFORTUNE

3rd-level enchantment (curse)

Classes: N/A

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute.

You curse a target creature, bringing bad luck. When you place this curse, pick a number from 2-19. Whenever the target rolls the chosen number on an attack roll, saving throw, or ability check, that number is treated as 1.

Additionally, once during the effect you can use your reaction when the target rolls an attack roll, saving throw, or ability check to force to reroll the d20 and use the lower roll. You regain the ability to do this each time the target rolls your chosen number.

CURSE OF DOOM

3rd-level enchantment (curse)

Classes: N/A

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute.

You curse a target creature, dooming it. The next attack roll that hits the target creature becomes a critical hit, after which the spell ends.

CRITICAL HIT VS 20

Note that while this makes the attack a critical hit, it does not make it a natural 20, meaning effects like a Vorpal Sword would not be triggered.

ENFEEBLING HEX

5th-level enchantment (curse)

Classes: N/A

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute.

You curse a target creature, causing an overwhelming sense of powerlessness to wash over it. Any time the target creature attempts to attack, cast a spell that deals damage, or use an action that deals damage, it must make a Wisdom saving throw. On failure, they complete their action, but their action does no damage to any target.

KARMIC HEX

3rd-level enchantment (curse)

Classes: N/A

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute.

You hex a target creature, placing a karmic binding on it. Once per turn when it damages another creature, it takes 3d6 psychic damage. If it damages you, the psychic damage it takes is increased by 1d6 (to 4d6).

KILLING CURSE

5th-level enchantment (curse)

Classes: N/A

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You curse a target to die. The targets current and maximum hit points is reduced by 3d10 + 10. If this causes a creatures to have zero hit points, the creature dies.

For the duration of the spell, the target cannot regain hit points unless from a magical effect cast by a spell slot of higher level than this spell slot this curse was cast with, and any death saving throw they roll is automatically considered a 1.

At the start of a creatures turn while they are under the effect of this spell, they make a Charisma saving throw. On failure, their current and maximum hit points is reduced by 1d10 + 10. On a successful save, the spell ends. A creature's maximum hit points are restored when it takes a long rest.

ROTTING CURSE

1st-level necromancy (curse)

Classes: N/A

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You inflicting a rotting decay on a creature, causing it to begin to rot. For the duration of the spell, every time the creature takes damage, it takes an additional 1d4 necrotic damage, and the effect of all healing on the creature is reduced by half.

The target creature has disadvantage on any Charisma checks for social interaction during the effect of the spell.

SWAPPING CURSE

5th-level enchantment (curse)

Classes: N/A

Casting Time: 1 action.

Range: 60 feet

Components: V, S, M (something from each creature (such as blood, hair, or scales) the spell is targeting, which the spell consumes.)

Duration: Concentration, up to 1 minute.

You cast a curse targeting two individuals. Both targets must make a Charisma saving throw (which they can choose to fail). If both targets fail their saving throws, for the duration of the spell their souls are swapped. A soul controls the body it inhabits. It gains any ability score or action the body had (besides legendary actions or legendary resistance), but retains it's own spell casting (if it has the spellcasting, innate or otherwise), and has disadvantage on all attack rolls and strength, dexterity, and constitution saving throws for 1d4 turns after swapping bodies.

At the end of a swapped creatures turn, it can choose to repeat the saving throw, ending the effect on a successful save. If its CR (or character level if it has no CR) is higher than the body of the creature it is, it has advantage on the save.

If a creature dies while while it's soul is swapped, the souls return to their original bodies. If a soul was in a dying creature that returns to a living body, that creature takes 5d10 necrotic damage.

TRADITION OF THE HEDGE MAGE

This tradition is a loose collection of magic users that benefit from a wide array of traditions and practical knowledge to build up a collection of eccentric magical knowledge. Their methods are often frowned upon by those of more studied routes, but their practical skills cannot be denied, and their unique understanding of magic that they have developed with their own hands and minds should not be underestimated.

PRACTICAL SKILLS

You gain proficiency in your choice of one of the following skills: Animal Handling, Arcana, Medicine, Nature, or Survival. All cantrips from the Wizard and Druid are added to the Occultist spell list for, as well as *thaumaturgy*, and you learn 1 additional cantrip of your choice. When you learn a new cantrip, you can select from the above expanded list in addition to the Occultist list.

You learn your magic through self-discovery, often encompassing trial and error. Not knowing what is supposed to be impossible or impractical, your magic develops unique aspects. You can modify spells you learn with the following feature.

THE WAY I LEARNED IT

When you learn a new spell, you can modify some of its properties representing your unique way of casting that spell. These changes permanently affect the spell for you, but when you swap out a spell when gaining a level in the class, you can instead modify these properties from a spell you know. You can learn the same spell multiple times with different selections (i.e. "ranged cure wounds") You may apply any number of these properties when learning or modifying a spell.

- **Damage Type.** You can change any one of the following damage types into another: Acid, cold, fire, lightning, or poison.
- **Range.** You can make a spell with a range of 10 feet or more instead have a range of Touch, or give a spell with a range of Touch a range of up to 10 feet (if it was a melee spell attack, it becomes a ranged spell attack if the range is greater than Touch).
- **Components.** You can exchange a verbal, somatic, or material component of a spell for another type of component the spell does not normally have. Material components with a cost cannot be replaced, but can be exchanged for a different material component of equal cost.

CUSTOMIZATION AND POWER

The Way I Learned It feature provides fairly little power or mechanical difference, though with variability of damage type and range comes some power.

CASTING STYLE

Additionally, your self-taught casting style has resulted in some practical advantages. Select one of the following casting styles:

Reliable Casting. When you roll a 1 or 2 on a damage die for an Occultist cantrip, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Habitual Casting. When you cast an Occultist cantrip that requires concentration, you can instead cause the effect to persist without concentration a number of rounds equal to your Occultist level (for example, as 1st level Occultist, it would end at the start of your next turn). You can end a spell persisting in this way early as an action.

Tactical Casting. When you take the Ready action with an Occultist cantrip, it does not require concentration to keep the spell readied.

PERSONALIZED PATH

At 3rd level, you gain one additional spell known and one additional occult rite known. This rite can come from the Hedge Mage rites or from the general Occultist rites. These do not count against your spells or rites known.

IMPROVISED RITUAL

Starting at 3rd level, you can cast a spell with the ritual tag without knowing that spell. When you do so, it takes the additional time as if casting it as a ritual, but still consumes a spell slot. You can improvise spells of a level equal to one-third of your Occultist level (for example, a 3rd level Occultist can improvise 1st level rituals).

Spells improvised this way can be from any spell list, but if it is not on the Occultist list, you must have the spell in a written form (such as a wizard's spellbook or a scroll).



STOLEN TECHNIQUES

At 6th level, you can learn one new 1st or 2nd level spell from the bard, cleric, druid, or wizard spell list. The spell becomes an Occultist spell for you, but does not count against your spells known.

Additionally, you can delve into the rites of another tradition. You learn one additional occult rite that does not count against your rites known. This rite can be selected from any Occultist subclass or from the general Occultist rites, but cannot be a rite with a prerequisite.

EMPOWERED CANTRIPS

Starting at 6th level, once per turn when you roll damage for an Occultist cantrip, you can add your Wisdom modifier to the damage dealt.

CANTRIP MASTERY

Starting at 14th level, you can cast an Occultist cantrip with a casting time of one action as a bonus action. When you cast a cantrip in this way, it is cast as if you are 1st level.

BONUS ACTION CASTING

This does not remove the restrictions around bonus action spells, meaning that when you do this, you cannot cast a leveled spell with your action, but can cast two cantrips. This works particularly well with non-scaling cantrips that do things beside damage, such as provide defenses or utility.

HEDGE MAGE RITES

Hedge Magic *(You can take this rite multiple times)*

You learn an additional cantrip from the Occultist list or from the expanded list provided by the Practical Skills feature.

I Know That One!

When you make a saving throw against a spell you know, or make a spellcasting ability check to use *counterspell* or *dispel magic* against a spell you know, you have advantage on the saving throw or spellcasting ability check.

Manipulate Magic *(Prerequisite: 5th level Hedge Mage)*

You learn one Metamagic option of your choice from the sorcerer class. You can use this Metamagic option once, ignoring its sorcery point cost, up to a maximum of 3 points, and regaining the ability to use it again after completing a long rest. You can use it again by expending a spell slot of a level equal to the number of sorcery points the Metamagic would cost to use.

Mass Cantrip

When you cast an Occultist cantrip that targets one or more creatures, you can make the cantrip target a number additional creatures within range equal to your proficiency bonus. Once you use this rite in this way, you must finish a long rest before you can use it again. You can instead expend a spell slot to gain a similar effect, causing the cantrip to target a number of additional creatures equal to the level of spell slot spent.

Mastered Basics *(Prerequisite: 15th level Hedge Mage)*

When you cast an Occultist spell you know using a 1st level spell slot, it is cast as if you spent a 2nd level spell slot instead.

Practice Makes Perfect

You've cast a spell so many times it has become second nature. Select a 1st level Occultist spell you know. You can cast this spell without expending a spell slot a number of times equal to half your proficiency bonus (rounded up), regaining all uses when you complete a long rest.

Practiced Reach

When you use the Way I Learned It feature to add range, you can make the range of the spell up to 30 feet.

Potent Cantrip *(Prerequisite: 7th level Hedge Mage)*

Your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Savant Focus *(Prerequisite: 7th level Hedge Mage)*

You can focus all of your experience into using your most basic magic potently. As a bonus action you can enter a state of focused concentration, as if concentrating on a spell. When you do so, you gain advantage on attack rolls made for cantrips for 1 minute, or until you end your concentration on this state of focus.

Studious Mage *(Prerequisite: 3rd level Hedge Mage, You can take this Rite multiple times)*

You can select spell from the Wizard or Druid spell list, but only of a spell level lower than the highest level spell level you can cast (for example, a 3rd level Occultist can select a 1st level Wizard or Druid spell).

Simple Magic *(Prerequisite: 5th level Hedge Mage)*

Even as you gain power, you are adept with using small bursts for simple magic. You can sacrifice a spell slot of 3rd level or higher to gain two 1st level spell slots. If the spell slot is 5th level or higher, you can gain two 2nd level spell slots. You cannot store more than twice your usual maximum number of any spell slot level this way.

Utility Master *(Prerequisite: 5th level Hedge Mage)*

When you cast utility cantrips that can lift weight, affect external elements, target an area on the ground, or cause minor instantaneous effects, you lift twice as much, target twice the area, or maintain an additional instantaneous effect.

THE WAY I LEARNED TO SOULBURN

Note that you can use Soulburn in conjunction with the elemental conversion of The Way I Learned It to convert spells to Necrotic.

TRADITION OF THE ORACLE

An Oracle is an Occultist whose power comes to them from their connection to fate; bound and empowered Oracles carry some piece of divine mystery within them, tied to an aspect of destiny and fate. As their power grows they begin to understand this mystery with revelations, unlocking its secrets and the power they contain.

An Oracle typically does not directly serve a god, rather they often are people whose fate has entangled them in the affairs of the gods. Oracles have great power, but their powers are not ones that mortals were meant to have, and consequently they are frequently burdened by their powers.

DIVINE TOUCH

At 1st level when you select this tradition, you have been touched by a divine revelation that has given you a gift of insight and a dramatic flair to deliver it - you learn the cantrips *guidance* and *thaumaturgy*.

You learn the following spells at the following levels. These are Occultist spells for you.

Occultist Level	Spells Learned
1st	<i>identify</i>
3rd	<i>locate object</i>
5th	<i>clairvoyance</i>
7th	<i>locate creature</i>
9th	<i>legend lore</i>

MYSTERY UNVEILED

Additionally at 1st level, the touch of the divine inside of you has opened up new pathways of magic and understanding that most cannot comprehend - a connection to magic. Select one of the following mysteries: Mystery of Death, Mystery of Fire, Mystery of Life, Mystery of Souls, or Mystery of War. Spells learned from your Mystery are Occultist spells for you, but do not count against your spells known.

Some oracles are burdened with too much power for their mortal body. Optionally you can select to be one of these by selecting the "Oracle's Curse" feature, gaining an additional divine boon and curse.

You can select an additional Mystery at 5th (two Mysteries) and again at 11th level (three Mysteries).

MYSTERY OF DEATH

Your understanding of the nature of death unlocks its secrets for you. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	<i>false life</i>
3rd	<i>gentle repose</i>
5th	<i>wither</i> ^K
7th	<i>blight</i>
9th	<i>killing curse</i> ^K

ORACLE'S CURSE

Optional Feature

These are optional additions for an Oracle to select at 1st level.

Blind. You are permanently blinded. You gain the *Oracle's Sight* rite. It doesn't count against your rites known.

Frail. Frail. Your hit dice become d4s. Your hit points at level 1 become 4 + your Constitution modifier, and hit points at higher levels become 1d4 (3) + your Constitution modifier. Once per day when you complete a short rest, you can regain expended spell slots with a combined level equal to half your Oracle level (rounded up).

Burned. (Requires *Mystery of Fire*) Your hands are scarred by terrible burns. You have disadvantage on weapon attack rolls and Sleight of Hand checks. You gain the *Truth of Fire* rite. It doesn't count against your rites known.

Forsworn. Visions of the future come easily to you, but sharing them becomes impossible. You are unable to reveal the results of your divination spells to others through any means. The casting time of divination spells that take 1 minute is reduced to 1 action for you.



MYSTERY OF FIRE

Your understanding of the nature of fire unlocks its secrets for you. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	<i>burning hands</i>
3rd	<i>continual flame</i>
5th	<i>fireball</i>
7th	<i>fire shield</i>
9th	<i>pyroclastic lance</i> ^K

MYSTERY OF LIFE

Your understanding of the nature of life unlocks its secrets for you. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	<i>healing word</i>
3rd	<i>aid</i>
5th	<i>mass healing word</i>
7th	<i>vital surge</i> ^K
9th	<i>mass cure wounds</i>

MYSTERY OF WAR

Your understanding of the nature of war unlocks its secrets for you. You gain proficiency with simple weapons, medium armor, and shields, and when you make a weapon attack, you can use your Wisdom modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Additionally, you learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	<i>bles</i>
3rd	<i>iron wind strike</i> ^K
5th	<i>whirling conflagration</i> ^K
7th	<i>dimension cutter</i> ^K
9th	<i>flickering strikes</i> ^K

MYSTERY OF SOULS

Your understanding of the nature of souls unlocks their secrets for you. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	<i>unseen servant</i>
3rd	<i>spiritual weapon</i>
5th	<i>spirit guardians</i>
7th	<i>guardian of faith</i>
9th	<i>raise dead</i>

MYSTERY OF LIGHT

Your understanding of light illuminates the world in new ways. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	<i>prismatic flash</i> ^K
3rd	<i>moonbeam</i>
5th	<i>daylight</i>
7th	<i>greater invisibility</i>
9th	<i>field of stars</i> ^K

MYSTERY OF DARKNESS

Your understanding of darkness unlocks the secrets shrouded from others. You learn the following spells at the following levels.

Occultist Level	Spells Learned
1st	<i>illusory pit</i> ^K
3rd	<i>darkness</i>
5th	<i>hungering void</i> ^K
7th	<i>devour shadow</i> ^K
9th	<i>devouring darkness</i> ^K

REVELATIONS OF FATE

You can expand on the powers granted by your Mysteries with special Occult Rites called Revelations. A Revelation is triggered when you cast a spell. You can trigger only one Revelation per spell cast.

FATE READING

Starting at 3rd level, your connection to the flow of fate gives you the ability to read from it, tracing outcomes and glimpsing the unknowable future. When you are hit by an attack, you can use your reaction to add your Wisdom modifier to your AC until the start of your next turn (including against the triggering attack). You can do this a number of times equal to your proficiency bonus, regaining all uses on a long rest.

Additionally, you learn the spell *augury* and can cast it at will without expending spell slot.

WINDING PATHS OF FATE

This does *not* negate the normal drawback of casting *augury* multiple times. As you delve further for more information, it becomes harder to read as the flow becomes more turbulent for your changes to it.

ENLIGHTENED UNDERSTANDING

Starting at 6th level, whenever you activate a Revelation, you gain temporary hit points equal to your Wisdom modifier. Additionally, you can trigger a Revelation when you cast a 1st level spell that otherwise doesn't fit its requirements (for example, triggering Revelation of Fire on a spell that doesn't deal fire damage)

MASTER OF PROPHECY

Starting at 14th level, you can cast *augury* a number of times equal to your Wisdom modifier per day before it starts having a chance to return random answers.

Additionally, when you divine the future with *augury*, you can issue a cryptic prophecy, with three specific points for rolls that may occur within the next 30 minutes. For each specific point you prophesize, if you specify only the type of roll (for example, an attack, a Strength (Athletics) check, or an initiative roll, etc), a d4 is reserved (example "someone will be particularly quick when rolling initiative").

If you specify a specific action and a specific person, a d6 is reserved (for example, "when the wizard Caius rolls for initiative, he will be unusually quick"). If you give it a specific unlikely condition, a d8 can be reserved at the discretion of the GM.

A specific action or person can only have one prophesied event. If that prophesied event takes place (at the discretion of the GM it has occurred), the oracle can spend the reserved die and add it to the roll; if multiple events trigger the prophecy, the oracle can select which of them is affected by the reserved die.

ORACLE SPECIFIC RITES

Death Watcher (*Prerequisite: 12th level Occultist*)

You can see the lines of fate, and detect when one of them is about to snap. When an ally that can see or hear you would drop to 0 hit points as a result of taking damage, as a reaction you can manipulate their fate with a cryptic warning, causing them to narrowly avoid their demise, instead dropping to 1 hit point.

Once you use this Rite, you must finish a long rest before you can use it again.

Divine Miracle

You learn one cleric spell of your choice. The spell must be of a level you can cast, as shown on the Occultist table, or a cantrip. The chosen spell becomes an Occultist spell for you and does not count against your spells known.

Divine Sight (*Prerequisite: 15th level Occultist*)

If you have blindsight, you gain truesight with a range equal to your blindsight.

Oracle's Sight

You gain blindsight with a range of 15 feet. When affected by the Blinded condition for more than a minute the range of this sight is doubled while under that effect.

Revelation of Darkness *Prerequisite: Mystery of Darkness*

You understand that all is darkness, interrupted only by tenuous motes of light. When you cast a spell of 1st level or higher creates dim light, darkness, or that obscures you from the vision of one or more creatures, you can teleport to another point you can see that is in dim light or darkness within 30 feet as a bonus action.

Revelation of Death (*Prerequisite: Mystery of Death*)

You can manipulate negative energy. When you cast a spell of 1st level or higher that deals cold or necrotic damage, you can add your Wisdom modifier to one damage roll of that spell. Channeling the power of death in this way temporarily withers and weakens you, reducing your movement speed by 5 feet until the end of your next turn.

If you use this while already weakened in this way, the duration is extended and the effect is cumulative. A spell can only trigger one Revelation. If multiple Revelations apply, choose one.

Revelation of Fire (*Prerequisite: Mystery of Fire*)

Your powers draw flames all around you. When you cast a spell of 1st level or higher that deals fire damage, you can shroud yourself in flames until the start of your next turn. You gain half cover and any creature that strikes you with a melee attack or ends their turn within 5 feet of you takes 1d6 fire damage. At the start of your next turn, you take 1 fire damage. A spell can only trigger one Revelation. If multiple Revelations apply, choose one.

Revelation of Life (*Prerequisite: Mystery of Life*)

Your powers are tied to the nature of life and its ever shifting balance. When you cast a spell of 1st level or higher that restores hit points or grants temporary hit points, you can heal a creature other than yourself within 30 feet for a number of hit points equal to your Occultist level. Your current hit points are reduced by half as many hit points as you restore with this feature.

You can only use this ability on creatures that have vibrant life pulsing within them. This revelation does not work on undead, constructs, or creatures at zero hit points. A spell can only trigger one Revelation. If multiple Revelations apply, choose one.

Revelation of Light (*Prerequisite: Mystery of Light*)

You grasp that looking into the light blinds as surely as looking away from it. When you cast *prismatic flash* or a 1st level spell or higher spell that shreds 5 feet or more of bright light, as a bonus action you can force one creature within 30 feet of the light to make a Dexterity saving throw, or become blinded until the start of your next turn.

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

Revelation of Souls (*Prerequisite: Mystery of Souls*)

The souls of the departed are all around. When you cast a spell of 1st level or higher, you can conjure a medium sized benevolent or tormented spirit to an empty space you can see within 30 feet.

The first creature to enter the spirit's space or end their turn within the spirit's space gains a number of hit points equal to 1d4 + the level of the spell if you summoned a benevolent spirit, or takes necrotic damage equal to 1d4 + the level of the spell if the spirit was a tormented one. A spell can only trigger one Revelation. If multiple Revelations apply, choose one.

Revelation of War (Prerequisite: *Mystery of War*)

Within war, you see the essence of perfect conflict. When you cast a spell of 1st level or higher on your turn, you can make a single melee weapon attack as bonus action. When you reach 6th level, you can trigger the Revelation of War when you cast an Occultist cantrip.

Touch of Fire (Prerequisite: *Mystery of Fire*)

You learn the cantrip *burn*^K. Additionally, as a bonus action you can take 1 fire damage and can cause a weapon you are carrying to burst into flames for 1 minute or until you let go of it. For the duration, it sheds bright light for 10 feet and dim light for an additional 10 feet. Attacks made with the weapon while it burns deal an additional 1d6 fire damage.

Truth of Darkness (Prerequisite: *Mystery of Darkness*)

Darkness is home to those that live in it. Any darksight or blindsight you have is doubled in range, up to a maximum of 120 feet. If you have neither, you gain a darkvision of 30 feet, which is doubled by this feature to 60 feet. You can see normally in dim light and darkness.

Truth of Death (Prerequisite: *Mystery of Death*)

The march of death is inexorable. Necrotic damage you deal ignores resistance to Necrotic damage, and treats immunity as resistance, and leaves the touch of death on the target until the start of your next turn. While under the Touch of Death, any hit points the target regains is halved (rounded down).

Truth of Fire (Prerequisite: *Mystery of Fire*)

Everything burns. When you roll fire damage, you can reroll any number of fire damage dice. You must use the new rolls. If you reroll all the dice of the damage roll, the damage bypasses any fire resistance a target has. For each die rerolled, you take 1 fire damage which can't be reduced in any way.

Truth of Life (Prerequisite: *Mystery of Life*)

The breath of life is shared by all creatures. When a creature dies within 60 feet of you, you can use your reaction to transfer some of that dispersing life force to another creature within 60 feet of you (including yourself). The target creature gains hit points equal to your Wisdom modifier, or the maximum hit points of the creature (whichever was lower).

Truth of Light (Prerequisite: *Mystery of Light*)

The light reveals all. Magical bright light you create reveals invisible creatures, any attempt to hide within it is made with disadvantage, and grants advantage on saving throws and ability against illusions. You can end these effects for the duration of that bright light on a source of bright light as a bonus action.

Truth of Souls (Prerequisite: *Mystery of Souls*)

You are one with the souls. You have advantage on Constitution saving throws to maintain concentration on spells granted by the Mystery of Souls.

Truth of War (Prerequisite: *Revelation of War*, 5th level Occultist)

There are many paths to victory. When you cast a spell of 1st level or higher on your turn, the next time you hit a creature with a melee weapon attack before the end of your turn, you can force them to make a Saving Throw against your Spell Save DC, or suffer from a condition based on the level of spell slot cast (you can select the condition of a lower level effect instead of you choose) until the start of your next turn. The type of saves and conditions are listed on the table below.

Spell Level	Condition	Save
1st	Prone	Strength
2nd	Poisoned	Constitution
3rd	Frightened	Wisdom
4th	Blinded	Constitution
5th	Restrained	Strength
6th+	Stunned	Constitution

Twin Revelation (Prerequisite: 9th level Occultist)

When you cast a spell that invokes a Revelation, you can invoke two different Revelations at the same time.

Halo of Mystery (Prerequisite: 15th level Occultist)

When you roll initiative or as a bonus action at any time, you can invoke the power of a mystery you know, causing its power to swirl around you forming a halo. This halo lasts until you invoke another Mystery this way, or dismiss it as a bonus action. It's effect depends on the Mystery Invoked.

- **Darkness.** You shrouded in darkness and difficult to make out. You have half cover against attacks and considered to be in dim light regardless of the surrounding light.
- **Death.** You gain resistance to necrotic damage. If you are reduced to 0 hit points, you can make a Wisdom saving throw with a DC of 10 + the damage taken to be reduced to 1 hit point instead on success.
- **Fire.** You shed bright light in a 5 foot radius and dim light for an additional 5 feet. You gain resistance to fire damage, and immunity to the fire damage of your own spells.
- **Life.** When you restore hit points to another creature, they gain temporary hit points equal half the hit points restored.
- **Light.** You shed bright light in a 20 foot radius and dim light for an additional 20 feet (this light interacts with Truth of Light if you have that Rite). You gain resistance to radiant damage.
- **Souls.** You become ghostly and translucent, gaining a flying speed of 20 feet and cast pass through objects less than a foot thick, as well as through creatures, and ignore all difficult terrain.
- **War.** When you take damage, you can subtract your Wisdom modifier from the damage taken (reducing it to a minimum of 1).

TRADITION OF THE SHAMAN

A shaman is an Occultist that walks the paths of the spirits, binding them to their cause to empower themselves or bring havoc to their foes. Tough and powerful, they are most often found in the thick of the fight, wreathed in their primal power.

A shaman may view themselves as in service to their spirits or as served by the spirits; the what and the how of their contract can vary wildly, as can the source of their spirits, be it pulling from ancestral or primal powers.

SPIRITUAL WARRIOR

When you select this subclass, you gain proficiency in simple weapons, medium armor and shields. You can add your Wisdom modifier in place of your Dexterity modifier for calculating the AC of light or medium armor. Additionally, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

CALL SPIRIT

Starting at 1st level, as a bonus action you can call a spirit to your side. This can be a primal spirit of fire, cold, or lightning, or an ancestral spirit with radiant or necrotic power. This bond lasts for 10 minutes once formed. You can release a spirit early as an action, and it is immediately released if you call another spirit.

While a spirit is bonded to you, your melee weapon attacks deal an additional 1d4 damage of the spirit's type.

When you call it or as a bonus action while it is bonded, you can manifest the spirit in a space you can see within 30 feet of you. The spirit is medium sized but spectral in nature while manifested. While the spirit is manifested, whenever you take the attack action you may replace any number of attacks you could normally take with melee spell attacks from your bonded spirit. On a hit, this melee spell attack deals 1d4 + your Wisdom modifier damage of the spirit's type. As a bonus action you can move it up to 30 feet in any direction or recall it to yourself, ending its manifestation.

A manifested spirit cannot move more than 60 feet from you, and is recalled to you if you are ever more than 60 feet from it.

EMPOWERED SPIRITS

Starting at 3rd level, when you call a spirit, you can expend a spell slot to empower that spirit. An empowered spirit adds additional damage to your weapon and deals additional manifested damage based on the level of the spell slot expended, its damage becomes the amount shown in the Empowered Spirits table. While the spirit is called and not manifested, at the start of each of your turns, you gain temporary hit points equal to the level of the spell slot spent to empower it.

Spell Slot	Weapon Damage	Manifested Damage	Temporary Hit Points
1st	1d6	2d4	1
2nd	1d8	2d6	2
3rd	1d10	2d6	3
4th	1d12	2d8	4
5th	1d12	2d8	5

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

If you have a manifested spirit, you can replace one or both attacks with the spirit's melee spell attack.

SPIRITUAL EMPOWERMENT

Starting at 14th level, when you cast a spell of 1st level or higher, you can make a single weapon attack as a bonus action. If you have a manifested spirit, you can attack with it in place of making a weapon attack.

SHAMAN SPECIFIC RITES

Avatar of the Elements

Prerequisite: 11th level Shaman

You learn the *form of fire*^K, *form of ice*^K, and *form of stone*^K spells. These are Occultist spells for you. When you cast one of these spells, you can choose to shorten the duration of the spell to 1 minute. When you do so, the spell does not require concentration.



Dance of the Spirits (Prerequisite: 5th-level Occultist)

When you cast *spirit guardians*, you can choose the spell's damage type from among cold, fire, lightning, necrotic, and radiant, regardless of your alignment.

Additionally, you have advantage on Constitution saves to maintain concentration on *spirit guardians* and other spell that conjures a spirits.

Detonate Spirit

As an action you can detonate a manifested spirit, causing it to erupt in a flare of power. All creatures within 10 feet of the spirit must make a Dexterity saving throw. A creature takes damage equal to twice the spirit's manifested damage on a failed saving throw, or half as much damage on a successful one if the spirit was empowered with a spell slot. The spirit is immediately released and disappears.

Elemental Weapons (Prerequisite: fists of fire or ice weapon cantrip)

When you create a weapon with *fists of fire* or *ice weapon*, the damage die of the weapon is increased by one size (for example, from a d6 to a d8).

Energized Weapon (Prerequisite: 3rd level Occultist)

You gain the ability to infuse your weapon with the power granted to you by the spirits. While you have an empowered spirit bonded, as a bonus action you can pour all of its energy into your weapon (recalling it if it is manifested). The next attack with that weapon adds twice the additional damage from the spirit, but the bond immediately expires.

Guidance of the Spirits (Prerequisite: 3rd level Occultist)

When you expend a spell slot to empower a spirit with your Empowered Spirits feature, you can select a number of skills equal to the spell slot expended that the spirit is proficient in. While it is not manifested, you gain proficiency with these skills. If you expend a spell slot of 5th level or higher, you can exchange three skill proficiencies to gain expertise in one skill.

Mistwalker

You can see through heavy obscurement when the obscurement is caused by fog, mist, or smoke, natural or otherwise. While you are shrouded by fog, mist, or smoke, you have half cover.

Enhanced Bond (Prerequisite: 7th level Occultist)

When you are empowered by a spirit called by a 1st level spell slot or higher, you can add the level of the spell slot spent to your Strength, Dexterity, and Constitution saving throws.

Primal Earth

You harness the primal elemental powers of earth and stone, learning the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

Occultist Level	Spells Learned
1st	<i>create pit</i> ^K
3rd	<i>earth ripple</i> ^K
5th	<i>seismic wave</i> ^K
7th	<i>orbital stones</i> ^K
9th	<i>fissure</i> ^K

Primal Fire

You harness the primal elemental power of fire, learning the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

Occultist Level	Spells Learned
1st	<i>burning hands</i>
3rd	<i>scorching ray</i>
5th	<i>fireball</i>
7th	<i>wall of fire</i>
9th	<i>pyroclastic lance</i> ^K

Primal Ice

You harness the primal elemental power of ice, learning the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

Occultist Level	Spells Learned
1st	<i>arctic breath</i> ^K
3rd	<i>cold snap</i> ^K
5th	<i>sleet storm</i>
7th	<i>ice storm</i>
9th	<i>cone of cold</i>

Primal Storm

You harness the primal elemental powers of storm and lightning, learning the following spells when you reach certain levels in this class, as shown on the table below. These are Occultist spells for you, but do not count against your spells known.

Occultist Level	Spells Learned
1st	<i>thunderwave</i>
3rd	<i>gust of wind</i>
5th	<i>lightning bolt</i>
7th	<i>jumping jolt</i> ^K
9th	<i>sky burst</i> ^K

Radiate Power (Prerequisite: 15th-level Occultist)

While you have a spirit bonded to you, as a bonus action you can cause it to emanate power, causing all creatures within 5 feet of you (or it if it is manifested at another location) to make a Dexterity saving throw against your spell save DC. On failure, they take damage equal to the spirits manifested damage, or half as much on a successful save.

Rite of Prowess

You can select one fighting style from Dueling, Great Weapon Fighting, or Two-Weapon Fighting.

Shaman's Touch (Prerequisite: 7th-level Occultist)

When you use your action to cast a cantrip with a range of touch, you can make one weapon attack as a bonus action.

Strength of Spirit (Prerequisite: 9th-level Occultist, A Strength ability score higher than your Wisdom ability score)

You can increase your Wisdom ability score by 2, up to a maximum of 20. This cannot make your Wisdom ability score higher than your Strength ability score.

Warding Power

You learn the spell *shield*. It becomes an Occultist spell for you, but does not count against your spells known.

OCCULTIST RITES

The following are Occult Rites that can be selected by any Occultist, regardless of subclass.

BLOOD MAGIC EXPANSION

The Blood Magic Expansion is [now available in Alpha Testing](#). It provides additional Rites, including Blood Rituals and Blood Magic, as well as the host of new spells and content around blood magic, as well as the new Cultist subclass.

Alchemical Rites

You gain proficiency with *alchemist's supplies*. During a long rest, you can use them to concoct an improvised *potion of healing* by spending 1 hour of the long rest to tend to its simmering. Due to its improvised nature, it expires in 24 hours, and has no value in gold pieces.

During this process, you can expend a 5th level spell to brew a *potion of greater healing* instead. The expended spell slot is regained when the long rest is completed as normal.

Commune Beyond Death

You learn the *speak with dead* spell, which counts as an Occultist spell for you, but does not count against your spells known. You can cast it without expending a spell slot. Once you cast it this way, you must finish a short or long rest before you can cast it this way again.

Corrupt Item (Prerequisite: 5th level Occultist)

You use a dark and secret rite to corrupt a non-magical item, causing it to become a cursed magic item. While any creature other than you is in possession of this item, they are under the effect of *bane*. Select one of the following for the item's magical property (the item must be of a type of item that could be the magical item selected): *bag of tricks*, *brooch of shielding*, *goggles of night*, *lantern of revealing*, or *staff of the python* (you can ignore attunement restrictions of this item).

When you change rites, you can reselect this rite to destroy the item and create a new item.

Emblazoned Focus

You emblazon a mystical mark on yourself via a tattoo, scar, or similar permanent mark. You can use this mark as your spellcasting focus for your Occultist spells. You no longer need a free hand to cast spells with somatic or material components, as you can channel your magic through the mark, though it glows visibly when you do so. The mark must remain uncovered to function as a spellcasting focus (casting in this way does not remove the signs of casting a spell, it merely means you do not need a free hand).

Expert of Tradition (Prerequisite: 10th level Occultist)

Choose a skill you are proficient in from among Animal Handling, Arcana, Medicine, Nature, and Survival. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency. If you do not have proficiency in any of the selected skills, you instead gain proficiency in one of your choice.

Forbidden Rites (Prerequisite: 5th level Occultist)

You learn the spell *animate dead*. It is an Occultist spell for you and does not count against the number of Occultist spells you know. This spell cannot gain the ritual tag with Lost Ritual.

Lost Ritual

You learn of a ritual lost to time. Select an Occultist spell you know of 5th level or lower. This spell gains the ritual tag. You can cast this spell as a ritual once, and must complete a short or long rest before casting it as a ritual again.

Markings of Protections

You mark yourself with magical symbols and patterns, protecting you from harm. While you are not wearing any armor, your AC becomes 11 + your Wisdom modifier. You can use a shield and still gain this benefit.

Occult Magic (You can take this Rite multiple times)

Your Occultist spells known increases by one. You can select this rite multiple times.

Protective Ward

You make a ward against supernatural harm. While you wear this charm, you can use it to cast *protection from evil and good* without expending a spell slot, material components, or requiring concentration, but the spell lasts a number of rounds equal to your Wisdom modifier. You can cast this as a reaction to being attacked or making a save it would affect, but when you do so it only lasts until the start of your next turn.

Once you use this charm, you cannot use it again until you complete a short or long rest.

Rite of Immortality (Prerequisite: 15th-level Occultist)

You continue to age, but you will no longer die of old age, and suffer none of the frailty of old age.

Rite of Youth (Prerequisite: 15-level Occultist)

You cease to visually age, and can even choose to become more youthful in appearance, though your lifespan remains the natural lifespan of your race.

Root of Magic (Prerequisite: 15th-level Occultist)

You learn 10 cantrips from any class lists of your choice. They are Occultist spells for you.

Spatial Storage

You can convert a pocket, ring, hat, or bag into a spatial storage device, capable of carrying up to 5 x your Occultist level pounds, with 0.5 x your Occultist level cubic feet of storage space. For example, a level 5 Occultist can store up to 25 pounds, not exceeding a volume of 2.5 cubic feet, within the storage space. As an action, you can send an item you are holding into the storage space or retrieve an item from the storage space to your hand.

If lost, you can recreate the spatial storage device during a short rest.

Specialized Poisons

When you deal poison damage with an Occultist spell or created poison, you can (but don't have to) specify a creature type (such as beast or monstrosity) it is created to affect. Damage from that spell or poison ignores resistance and immunity to poison damage by creatures of that type. Creatures without the selected creature type have resistance to poison damage from the spell effect or poison.

Spirit Sense

You gain the ability to gaze into the spiritual world around you. As an action, you can gain a special form of sight that lasts 1 minute. While under the effect of this special sight, you are blind beyond 30 feet, but within 30 feet you can see into the ethereal plane. Within this sight range you have advantage on ability checks and saving throws to detect and see through illusions, see invisible creatures, and perceive the original form of a shapechanger or transformed creature.

Soulburn

You can make your powers sear the very soul of the creature they strike. When you deal cold, fire or lightning damage, you can choose to deal necrotic damage instead.

Sympathetic Bond

You learn the *warding bond* spell. It is an Occultist spell for you, but does not count against your spells known.

When you cast *warding bond*, you can choose to increase the power of the bond. When you do so, if either bonded creature makes an Intelligence, Wisdom, or Charisma saving throw, both creatures make the save. If either succeeds on the saving throw, both succeed, but if both fail, both are affected by the condition being saved against, even if only one was targeted. If both creatures are saving against the same effect, they do not roll twice, but both succeed if either succeeds on the saving throws and only fail if both fail the saving throw.

Vestments of War

You gain proficiency with medium armor.

Shield Proficiency

Prerequisite: Vestments of War

You gain proficiency with shields.

LOSING INVESTED OBJECTS

If a Rite creates an object, you can recreate that object if it is lost or destroyed. If the rules are not specified elsewhere, it is a process that requires any base object the Rite did and 4 hours of time. If the original still exists anywhere, it loses its magical properties when you complete this process.

ADDITIONAL CONTENT

CULTIST

If you are using the [Blood Magic Expansion](#), another subclass option is the Cultist, a self sacrificing character option that seeks dark boons for great power.

FEATS

OCCULT SPECIALIST

Prerequisite: Occultist

You delve deeper into your tradition perfecting a new rite. You can select an Occult Rite from the Occultist class Occult Rite list. You cannot select a rite you already know, or one that requires a level restriction, even if you are already of that level. You can only select one from a subclass list if you have at least one level in that subclass.

OCCULTIST SPELL LIST

CANTRIPS (0 LEVEL)

Acid Splash
Burn^K
Chill Touch
Decaying Touch^K
Dancing Lights
Druidcraft
Fists of Fire^K
Freeze^K
Guidance
Ice Weapon^K
Illusory Dart^K
Impact^K
Light
Mending
Message
Minor Illusion
Poison Spray
Produce Flame
Resistance
Shocking Grasp

1ST LEVEL

Animal Friendship
Awaken Rope^K
Bad Blood^K
Bane
Bramble Binding^K
Burning Hands
Comprehend Languages
Cure Wounds
Crippling Agony^K
Detect Magic
Detect Poison and Disease
Disguise Self
Electrify^K
Feather Fall
Fog Cloud
Gale bolt^K
Grip of the Dead^K
Hex^{PHB}
Hideous Laughter
Identify

Illusory Script
Illusory Pit^K
Inflict Wounds
Induce Headache^K
Karmic Reflection^K
Lightning Tendril^K
Nauseating Poison^K
Speak with Animals
Spiritual Consultation^K
Stone Fist^K
Unseen Servant
Water Blast^K

2ND LEVEL

Acid Arrow
Alter Self
Alacrity^K
Animal Messenger
Animate Object^K
Augury
Barkskin
Become Fire^K
Become Stone^K
Become Water^K
Become Wind^K
Blindness/Deafness
Boil Blood^K
Calm Emotions
Crackle^K
Dancing Wave^K
Darkness
Darkvision
Detect Thoughts
Disorient^K
Earth Ripple^K
Form of Familiar^K
Enhance Ability
Enlarge/Reduce
Gentle Repose
Heat Metal
Hold Person
Invisibility
Imbue Luck^K

Lesser Restoration
Locate Object
Mirror Image
Misty Step
Poison Dart^K
Protection from Poison
Scorching Ray
See Invisibility
Silence
Spider Climb
Spike Growth
Suggestion
Summon Swarm^K
Web
Vicious Hound^K
Vicious Vapors^K

3RD LEVEL

Animate Shadow^K
Bestow Curse
Blink
Bramble Barrier^K
Clairvoyance
Counterspell
Cruel Puppetry^K
Dispel Magic
Erode^K
Fear
Fly
Gaseous Form
Haste
Hypnotic Pattern
Illusory Fireball^K
Magic Circle
Mutate^K
Nondetection
Plant Growth
Quick Sand^K
Rain of Spiders^K
Remove Curse
Sending
Sleet Storm
Slow

Spider Bite^K
Spirit Guardians
Vampiric Touch
Vortex Blast^K
Water Breathing
Water Walk
Wind Wall
Wither^K

4TH LEVEL

Arcane Eye
Banishment
Black Tentacles
Blight
Compulsion
Confusion
Conjure Minor Elementals
Conjure Woodland Beings
Control Water
Divination
Giant Insect
Greater Invisibility
Hallucinatory Terrain
Ice Storm- Locate Creature
Polymorph
Poison Puff^K
Secret Chest
Stinging Swarm^K
Stone Coffin^K
Suffocate^K
Wall of Fire

5TH LEVEL

Acid Rain^K
Animate Objects
Awaken
Cloudkill
Commune with Nature
Conjure Elemental
Contact Other Plane
Contagion
Deglove Creature^K
Dominate Person

Dream
Field of Stars^K
Geas
Greater Restoration
Hold Monster
Insect Plague
Mass Cure Wounds
Mislead
Modify Memory
Reincarnate
Scrying
Seeming
Sonic Shriek^K
Sudden Hazards^K
Wall of Stone

6TH LEVEL

Baba's Walking Hut^K
Conjure Fey

Contingency
Eyebite
Find the Path
Flesh to Stone
Forbiddance
Freezing Sphere
Harm
Heal
Magic Jar
Mass Suggestion
Sunbeam
True Seeing
Wall of Ice
Wall of Thorns
Wind Walk

7TH LEVEL

Finger of Death
Fire Storm

Mirage Arcane
Plane Shift
Prismatic Spray
Project Image
Regenerate
Resurrection
Sequester
Teleport
Twisting Eruption^K

8TH LEVEL

Abi-Dalzim's Horrid
Wilting^{XGE}
Animal Shapes
Antipathy/Sympathy
Clone
Control Weather
Demiplane
Dominate Monster

Earthquake
Feeblemind
Incendiary Cloud
Maze
Mind Blank
Power Word Stun
Tsunami^{XGE}

9TH LEVEL

Astral Projection
Foresight
Imprisonment
Manipulate Fate^K
Power Word Kill
Shapechange
True Polymorph
True Resurrection
Weird

CASTING COMPENDIUM

This spell list is expanded by incorporated spells from [Kibbles' Casting Compendium](#), marked with K. Those spells are reproduced below so that it can be used independently without issue. It is recommended you use these spells, but the class be used without them for the most part, with the exception of spells granted by class features (such as curses).

Spells marked with T are drawn from Tasha's Cauldron of Everything.

FAN CONTENT PATCH

For those looking to include spells from other sources, consider including the [Occultist Fan Content](#) patch.

ACID RAIN

5th-level conjuration

Classes: Druid, Occultist, Wizard

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

Acid rain begins falling within a 40-foot-radius 60-foot-high cylinder centered on a point you choose within range. When a creature moves into the spell's area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 6d4 acid damage, and become covered in acid. On a successful save, a creature takes half the initial damage and is not covered in acid.

A creature takes 3d4 acid damage if it ends its turn while covered with acid. The target or a creature within 5 feet of it can end this damage by using its action to clear away the acid.

ALACRITY

2nd-level transmutation

Classes: Bard, Occultist, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (the hand of a broken clock)

Duration: 1 Round.

Until the spell ends, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

If you are under the effect of *haste*, you gain no benefit from this spell.

ALDRICOR'S ELEMENTAL REBUKE^{TAG}

1st-level transmutation

Classes: Druid, Ranger, Sorcerer, Warlock, Wizard

Casting Time: 1 reaction, which you take when you take acid, cold, fire, lightning or thunder damage.

Range: 60 feet

Components: S

Duration: Instantaneous

The manipulate some of the incoming elemental energy, harnessing its power in your hand. The damage you take from the triggering effect is cut in half, and if the creature that damaged you is within range you hurl the energy back at it. The creature must make a Dexterity saving throw, taking 1d8 damage of the triggering type on a failed save or half as much damage on a successful one.

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

ANIMATE OBJECT

2nd-level transmutation

Classes: Bard, Occultist, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Concentration, Up to 1 minute.

You bring a small or smaller object to life. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. The object has the following stats: HP: 20, AC: 18, Str: 4, Dex: 18. The object has an attack modifier equal to your spell attack modifier. If the object is a weapon, it deals damage equal to the weapon's damage dice + your Wisdom modifier on hit dealing that weapons damage type, otherwise it deals 1d4 + your Wisdom modifier bludgeoning damage on hit.

As a bonus action, you can mentally command the animated object as long as it is within 60 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

SPELL BY TAG

Spell contributed by TheArenaGuy of [Spectre Creations](#)

ANIMATE SHADOW

3rd-level illusion

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a smoke stained mirror)

Duration: Concentration, up to 1 hour.

Targeting a creature you can see within range, you bring its shadow to life under your control. If the creature has a CR of more than 3 or the creature has no shadow (either from the nature of the creature or from the lack of a light source to cast one) the spell fails.

Otherwise a copy of the creature is created using its game statistics and is created adjacent to the creature (on the side away from the brightest light near it). The shadow has no legendary actions, legendary resistance, and cannot cast spells. The shadow creature has hit points equal to half the target's hit points, and looks like a mirrored version of the creature it was summoned from formed from inky black smoke. The creature is resistant to bludgeoning, piercing, and slashing damage from non-magical sources while in darkness. The creature is vulnerable to all damage while in bright light, and always vulnerable to fire, lightning, and radiant damage. If the shadow is killed, the target creature it was summoned from casts no shadows for the next 8 hours.

The shadow acts immediately after the creature's turn, and without further direction it attempts to follow and takes the attack action against it was summoned from. As a reaction to the shadow starting its turn, the caster can exert control over it and cause it to move and take its action as the caster directs.

At Higher Levels: When you cast this spell using a 5th- or 6th-level spell slot, the maximum CR of the target increases to CR 4. When you cast it using a 7th- or 8th-level spell slot, the maximum CR of the target increases to CR 5. When you cast it using a spell slot of 9th level or higher, the maximum CR of the target increases to CR 6.

AWAKEN ROPE

1st-level transmutation

Classes: Bard, Inventor, Occultist, Ranger, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S, M (10 to 60 feet of cord or rope, worth at least 1 cp)

Duration: Instantaneous

As an action, you can touch a rope 10 to 60 feet long and issue a single command to it, selecting from the following options:

Bind. The rope attempts to bind a creature of your choice within 20 feet of you. The creature must make a Dexterity saving throw or become restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the rope (AC 10) also frees the creature without harming it, ending the effect and destroying the rope. **Fasten.** The rope flies up 60 feet and ties one end to an object or surface that a rope could be tied to, before becoming inanimate again, hanging from the object. **Grab.** The rope lashes out grabs one Small or smaller object that is not being worn by a creature within a range equal to the length of the rope and pulls that object back to your hand. If that object is being carried by a creature, it must make a Strength saving throw. On success, it retains the object, and on failure the object is pulled from the creature.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target a chain instead of a rope. It has the same available actions, but it has a DC 15, an AC of 15, and resistance to slashing damage when taking the Bind action. When cast with a spell slot of 3rd level or higher targeting a rope, that rope is magically imbued for 1 minute, gaining an DC of 15, an AC 20, and 20 hit points.

BABA'S WALKING HUT

6th-level transmutation

Classes: Occultist

Casting Time: 10 minutes.

Range: Touch.

Components: V, S, M (a chicken leg)

Duration: 24 hours.

You touch a hut, cabin, or other building no more than 15 feet by 15 feet by 10 feet. On completion of the spell, the building grows legs large enough to support it, as well as the structural integrity needed to stand and move, and becomes a gargantuan creature. It has 250 hit points, an AC of 12, and a walking speed of 20 feet. If it drops to 0 hit points, the spell ends.

On your turn, you can direct it to move (no action required) and it will continue to move as directed until you direct it to stop or it reaches its destination. It can take no actions, but if it walks over a large or smaller creature, you can direct it to attempt to step on that creature, and that creature must succeed a Dexterity saving throw, or take 2d10 bludgeoning damage and be knocked prone.

If you cast this spell on the same building every day for a year, the spell lasts until dispelled.

BECOME FIRE

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You become a burst of elemental flames. Until the start of your next turn, you gain the following benefits:

- You are resistant to fire damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain. The first time you enter the space of another creature on a turn, it takes 1d6 fire damage.
- Once during your turn when you roll fire damage, you can maximize the value of one die of fire damage.

BECOME STONE

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You solidify into a stone. Until the start of your next turn, you are petrified. Your AC becomes 20 and you gain 15 temporary hit points. Any remaining temporary hit points fade when the spell ends.

BECOME WATER

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You become a burst of elemental water. Until the start of your next turn, you gain the following benefits:

- You are resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain; the first time you move through a Large or smaller creature on a turn, it must pass a Strength saving throw or be knocked prone.

BECOME WIND

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You become a burst of elemental wind until the start of the next turn. You gain resistance to lightning damage and bludgeoning, piercing, and slashing damage from nonmagical attacks. Additionally; you gain flying speed of 30 feet, can move through the space of other creatures, and ignore difficult terrain, but will fall at the start of your next turn if not held aloft.

BOIL BLOOD

2nd-level transmutation

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Targeting a creature that has taken slashing or piercing damage in the last minute, make it's blood heat and boil. The target creature must make a Constitution saving throw. On failure, it's blood begins to heat. At the start of it's turn while effected, it takes 3d4 fire damage and is crippled with agony, all terrain is difficult terrain for it.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

BURN

Transmutation cantrip

Classes: Druid, Occultist, Sorcerer

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous.

You ignite a brilliant flame around your hand that sears anything you touch. Make a melee spell attack against the target. On hit, the target takes 1d12 fire damage.

The spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

BRAMBLE BARRIER

3rd-level transmutation

Classes: Druid, Occultist, Ranger

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a line of low brambles that erupts from a point you can see within range. This line is 30 feet long and 5 feet wide, made of up of six 5-foot squares of brambles. Each patch much connect to another patch and be placed on the ground. The bramble patches are difficult terrain and a creature that enters a square of brambles takes 4d4 piecing damage and must make a Constitution saving throw. On failure, their speed becomes 0 until the end of their turn.

The brambles wither and die after 1 day if the area isn't suitable for them to grow. Each 5-foot-square portion of brambles requires at least 1 minute to clear by hand, or can be cleared if they take 5 or more fire damage. The brambles crumble to dust immediately if you cast this spell again.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can create two additional 5-foot squares of brambles for each slot level above 3rd.

BRAMBLE BINDING

1st-level transmutation

Classes: Druid, Occultist, Ranger

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Brambles burst from your hand, lashing out at a target within range. The target must make a Dexterity saving throw. On failure, they take 4d4 piercing damage and, if the target is Large or smaller, it becomes entangled by brambles. While entangled by brambles, it can't move, but it can free itself as an action (taking no additional damage) or rip itself free using half of its movement and taking an additional 2d4 piecing damage. On a successful save, they take half as much damage and aren't entangled by brambles. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the initial damage and the damage taken ripping free of the brambles increases by 1d4 for each slot level above 1st.

CRACKLE

2nd-level evocation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create three arcs of lightning striking targets in range. You can direct them at one target or several. Make a ranged spell attack for each arc. On a hit, the target takes 1d12 lightning damage. If three or more arcs hit a single target, they must make a Constitution saving throw or become shocked, stunning them until the start of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional arc for each slot level above 2nd.

CRIPPLING AGONY

1st-level necromancy

Classes: Occultist

Casting Time: 1 action.

Range: 60 feet

Components: V, S, M (a joint bone)

Duration: Concentration, up to 1 minute

You can inflict crippling agony on a foe. Choose one creature that you can see within range to make a Constitution saving throw. If the target fails, it becomes crippled with horrific pain. Whenever the creature moves more than half of its movement speed or takes an action, the crippling pain causes it to take 1d6 necrotic damage.

It can repeat the saving throw at the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

CRUEL PUPPETRY

3rd-level necromancy (ritual)

Classes: Occultist

Casting Time: 1 action

Range: 120 feet.

Components: V, S, M (a small humanoid doll worth at least 5 gp and something from the target creature (such as blood, hair, or scales) both of which the spell consumes)

Duration: Concentration, up to 1 minute

You attempt to bind a creature's soul to a doll, linking the creature to the doll in a sympathetic link. The target must make a Charisma saving throw. On failure, the creature becomes bound to the doll. On a successful save, the creature is not bound and the spell ends.

As part of casting the spell when the creature fails the save, and on subsequent turns using your action until the spell ends, you can perform one of the following actions:

- Hold the doll still, causing the creature to be Restrained until start of your next turn.
- Force the doll to move, causing the creature to move 15 feet in a direction of your choice that it can move.
- Smash the doll, causing it take 4d6 bludgeoning damage.
- Rip the doll in half, ending the spell, destroying the doll, and dealing 4d12 necrotic damage.

Each time after the first you use an action to manipulate the doll, after the effect takes place, the creature can repeat the Charisma with disadvantage, ending the effect on a successful save.

Once a creature has been targeted by this spell, they cannot be targeted again for 24 hours.

At Higher Levels: When cast with a 5th level spell slot or above, the range of the spell becomes unlimited, as long as the target is on the same plane as the caster.

DANCING WAVE

2nd-level conjuration

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You summon a surging mass of water into existence at a point on the ground within range. The mass of water remains cohesive filling a 5 foot radius, though only rises 3 feet from the ground. The area is difficult terrain for any creature without a swimming speed. For the duration of the spell, as a bonus action you can move the wave of water up to 30 feet along a surface in any direction. The first time the wave enters any creature's space during a your turn, they must make a Strength saving throw or take 1d6 bludgeoning damage and be knocked prone. A creature automatically fails this saving throw if they are prone.

DECAYING TOUCH

Transmutation cantrip

Classes: Druid, Occultist, Sorcerer

Casting Time: 1 action

Range: Touch

Components: V, S, M (powdered remains of a dead animal)

Duration: Instantaneous.

You wreath your hand in necrotic decay that causes anything you touch to wither and die. Make a melee spell attack against the target. On hit, the target takes 1d6 necrotic damage and starts to flake and decay. The first time they take damage from another source before the start of your next turn, they take an additional 1d6 necrotic damage. Targets immune to diseases are immune to this effect.

The both the initial and secondary damage of the spell increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

DEGLOVE CREATURE

5th-level necromancy

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a finger bone)

Duration: Instantaneous

You point at a creature within range, and attempt to make its skeleton rip free of its body. The creature must make a Constitution saving throw. The target takes 7d10 + 7 necrotic damage on a failed save, or half as much damage on a successful one.

If this damage kills the target creature, its flesh sloughs off its skeleton, collapsing a pile, and the skeleton becomes a Skeleton (Basic Rules, pg. 152), hostile to all living creatures that attacks the closest target.

DEVOUR SHADOW

4th-level necromancy (arcane)

Classes: Occultist, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to a minute.

Your shadow suddenly elongates into that of a horrifying devouring abomination and attempts to eat the shadow of a target creature in range. The target must make a Charisma saving throw. On failure, the target creature's shadow is devoured and they take 6d6 necrotic damage, and are magically weakened, subtracting 1d4 from the attack rolls, saving throws, and ability checks for the duration of the spell, while you can add 1d4 to your attack rolls, saving throws, and ability checks for the duration of the spell. On success, a large bite is taken from the shadow, and they take half as much damage and are not weakened.

If either you or the target has no shadow, the spell fails. If their shadow is consumed, they have no shadow until the spell ends.

At Higher Levels. When you cast this spell with a 5th level spell slot or higher, you can target an additional creature for each spell slot level above 4th. The bonus you gain consuming shadows does not increase beyond 1d4, even if you consume multiple shadows.

ELECTRIFY

1st-level evocation

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a pair of singed gloves)

Duration: 1 Round.

You channel lightning into your hands. After casting this spell, if you make a successful melee spell attack, unarmed strike or a melee weapon attack with a weapon made of a conductive material (such as metal), the target takes 1d10 lightning damage and must make a Constitution saving throw. On a failed save, the target becomes stunned until the start of their next turn. The spell ends after dealing damage, or at the start of your next turn, whichever occurs first.

For the duration of the spell, you can cast the spell *shocking grasp*.

EARTH RIPPLE

2nd-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous.

You cause the earth to deform and ripple, a target creature must make a Dexterity saving throw or suffer one of the following effects (your choice):

- The target is pulled into the earth, taking 1d8 damage and reducing its movement speed to zero until a creature spends an action to dig it free.
- It is slammed in a direction, taking 2d8 bludgeoning damage, is moved 5 feet in a direction of your choosing, and knocked prone.
- It is impaled by a spike of earth, taking 4d8 piercing damage.

FORM OF FAMILIAR

2nd-level transmutation

Classes: Occultist, Wizard

Casting Time: 1 minute

Range: Self

Components: V, S, M (a piece of your familiar such as fur, feathers, or scales, which the spell consumes)

Duration: 1 hour

You assume the form of the familiar that provided the material component to the spell. The transformation lasts for the duration, or until you drop to 0 hit points or die. Your game Statistics are replaced by the Statistics of the chosen creature, though you retain your Alignment and Intelligence, Wisdom, and Charisma scores.

You assume the Hit Points and Hit Dice of the new form. When you revert to your normal, you return to the number of Hit Points you had before you transformed. If you revert as a result of Dropping to 0 Hit Points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 Hit Points, you aren't knocked Unconscious. You can use an action to revert to your normal form at any time.

You are limited in the actions you can perform by the nature of your new form, and you can't speak, cast spells, or take any other action that requires hands or speech. Your gear melds into the new form. You cannot activate, use, wield, or otherwise benefit from any of your equipment.

FIELD OF STARS

5th-level evocation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (60 foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You cause 5 star-like motes of light to spring forth at points you can see within range. Each mote of light sheds bright light in a 10 foot radius and dim light for an additional 10 feet. If a creature moves to a space within 5 feet of a mote of light or ends their turn within 5 feet of one, the mote explodes in a brilliant flash, dealing 4d12 radiant damage to all creatures within 5-feet of that mote before fading away. If moving into or ending its turn a space detonates multiple motes, a creature is only effected once.

For the duration of the spell, while you have any motes of light remaining, as an action you can rearrange the remaining motes, placing them anywhere within range (this movement cannot cause them to detonate).

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the range increases by 10 feet and you create an additional star-like mote of light for each slot level about 5th.

FISTS OF FIRE

Transmutation cantrip

Classes: Druid, Occultist, Sorcerer

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute.

You cause your fists to erupt in flames. For the duration, your fists become a set of simple natural weapons that deal 1d6 fire damage. You are proficient in these weapons, and they have the Light property.

For the duration, any flammable object you attempt to hold catches fire. If you end your turn grappling another creature with your hands, it takes 1d4 fire damage. You can end the spell early (no action required).

FISSURE

5th-level transmutation

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 Action

Range: Self (60 foot line)

Components: V, S

Duration: Instantaneous

You rend asunder the earth in a 60-foot-long 5-foot-wide line, targeting an area of dirt, sand, or rock at least 10 feet deep.

Creatures in that line must make a Dexterity saving throw. On a failure, a creature falls into a suddenly opened crevice in the ground, falling into it before it snaps shut, crushing them. Creatures that fail the saving throw take 6d10 bludgeoning damage from the fall and crushing. The creature is buried in 10 feet of rubble, and creatures without a burrowing speed require 25 feet of movement to extract themselves from the loose rubble to return to where they failed the saving throw. If they end their turn while buried, they take an additional 1d10 bludgeoning damage.

FREEZE

Transmutation cantrip

Classes: Druid, Occultist, Sorcerer

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous.

You instill a deadly chill into your hand. Make a melee spell attack against the target. On hit, the target takes 1d8 cold damage, and the target's movement speed is reduced by 10 feet until the end of their turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

GALE BOLT

1st-level evocation

Classes: Druid, Occultist, Ranger, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A blast of concentrated wind streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 bludgeoning damage and if it is Large or smaller is knocked 10 feet away from you.

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

GRIP OF THE DEAD

1st-level necromancy

Classes: Occultist

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You channel unholy strength into you hand, and reach out to grab a creature. The creature must make a Strength saving throw or become restrained by your deathly iron grasp. As an action on its turn, the creature can attempt to escape using a Strength (Athletics) or Dexterity (Acrobatics) check against your Spell Save DC.

At the start of the creatures turn while you maintain the grip and the spell, it takes 1d8 necrotic damage as you drain the life from it, and regain hit points equal to half the damage dealt.

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.

HUNGERING VOID

3rd-level conjuration (arcane)

Classes: Occultist, Warlock, Spellblade Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute.

You create a point pure void which swallows a 20-foot radius sphere of space, plunging it into magical darkness and forming a life devouring freezing void. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it unless it comes from a spell of higher level than this one.

A creature that starts their turn within the void must make a Constitution saving throw. On failure, they take 2d6 cold damage and 2d6 necrotic damage, and their speed is reduced by 5 feet. The reduction to their speed lasts until they start not inside the area of the void, and can stack with itself, up to a maximum effect of reducing a creature's speed to 5 feet. On a success, they take half as much damage and their speed is not reduced.

At Higher Levels. When you cast this spell using a 5th level spell slot or higher, the necrotic and cold damage both increase by 1d6, and the speed reduction increases to 10 feet on a failed save (with the same minimum speed limitation).

ICE WEAPON

Transmutation cantrip

Classes: Druid, Occultist

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a drop of water that was once snow)

Duration: 1 minute.

You conjure a weapon formed from magical ice from the air. You have proficiency with this weapon. When you form it and as a bonus action while wielding it, you can morph the weapon into different forms that take on the following properties. If you lose or discard the weapon, you can reform it in your hand as a bonus action.

Weapon	Damage	Properties
Ice Spear	1d6	Thrown (30/90)
Ice Sword	1d6	Versatile (1d8)
Ice Lance	1d8	Two-Handed, Reach
Ice Hammer	1d10	Two-Handed, Heavy
Ice Dagger	1d4	Finesse, Thrown (30/90)

Regardless of its form, the weapon deals cold damage. You can end the spell early, letting the weapon melt to a harmless splash of water (no action required). You can have up to three ice weapons formed from this spell at a time. After forming a fourth, the first created one melts away.

IMBUE LUCK

2nd-level transmutation

Classes: Inventor

Casting Time: 1 action

Range: Touch

Components: V, S, M (a four leaf clover)

Duration: 1 hour

You touch a weapon or worn item and imbue luck into it. If imbued on a weapon, for the duration, on an attack roll, the wielder can roll an additional d20 (they can choose to do this after they roll, but before the outcome is determined). The creature can choose which of the d20s is used for the attack roll.

If imbued into a worn item, they can roll a d20 when attacked, then choose whether the attack uses the attacker's roll or theirs.

With either use, the spell immediately ends upon rolling the extra d20.

IMPACT

transmutation cantrip

Classes: Druid, Occultist, Sorcerer, Warlock

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You impart great force into a target you touch. Make a melee spell attack against the target. On hit, the target takes 1d10 bludgeoning damage, and is knocked 5 feet directly away from you.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

INDUCE HEADACHE

1st-level evocation

Classes: Bard, Occultist, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bad pun written on a scrap of parchment)

Duration: Concentration, up to 1 minute

Targeting a creature with 6 or more intelligence, you inflict an instantaneous headache on it. The target takes 1 psychic damage at the start of its turn, and has disadvantage on Constitution saving throws to maintain Concentration or Intelligence ability checks.

ILLUSIONARY DART

illusion cantrip

Classes: Bard, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create and throw an illusionary dart at a creature you can see within range. Make a ranged spell attack. On hit, they take 1d8 psychic damage.

The number of darts you can throw with this spell increases when you reach 5th level (2 darts), 11th (3 darts), and 17th level (4 darts). You can direct the dart at the same target or at different ones. Make a separate attack roll for each dart.

ILLUSIONARY FIREBALL

3rd-level illusion

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (something that looks like bat guano)

Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an illusionary explosion of flame. Each creature of your choice within a 20-foot radius sphere centered on that point must make a Wisdom saving throw. A target takes 6d6 psychic damage on a failed save. A creature that passes their saves realizes the fire is illusionary and takes no damage.

You can make the illusory effect an explosion of ice, lightning, or pure force energy.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

ILLUSORY PIT

1st-level illusion

Classes: Bard, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a 5 foot radius illusory pit at a point you can see on the ground. Creatures within the radius must make a Wisdom saving throw. A creature that fails their saving throw, believes they have fallen into the pit, and falls prone, cannot stand up, and is blinded beyond 5 feet of the illusory pit.

A creature can spend its action to attempt to climb out of the pit, repeating its Wisdom saving throw. On success, it spends all of its movement to stand up, and realizes the pit is an illusion, ending the spell for them. On failure, it cannot get out of the pit and continues to believe it is stuck in a pit. Creatures with a flying speed are unaffected.

At Higher Levels. When you cast the spell using a spell slot of 2nd level or higher, the radius of the pit increases by 5 feet for each level above 1st, to a maximum of a 20 foot radius with a 4th level spell slot.

KARMIC REFLECTION

1st-level enchantment

Classes: Cleric, Occultist

Casting Time: 1 action

Range: 30 feet.

Components: V, S, M (a broken shard of a mirror)

Duration: 1 round.

You place a binding on a creature you can see within range. Until the start of your next turn, any time that creature deals damage with its action, bonus action, or reaction, they take radiant damage equal to the damage dealt. The target is aware of the effect of this spell while affected. After reflecting 10 damage, spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum damage increases by 10 for each spell slot level above 2nd.

LIGHTNING TENDRIL

1st-level evocation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self (20 feet)

Components: V, S

Duration: Concentration, up to 1 minute

Crackling beams of blue energy leap from your hands. For the duration of the spell, as an action, you can direct them toward a creature within range, dealing 1d12 lightning damage to that creature.

At Higher Levels. When you cast this spell using a 2nd- or 3rd-level spell slot, the damage increases to 2d12 and the range increases to 30 feet. When you cast it using a 4th- or 5th-level spell slot, the damage increases to 3d12 and the range increases to 60 feet. When you cast it using a spell slot of 6th level or higher, the damage increases to 4d12 and the range increases to 120 feet.

MUTATE

3rd-level transmutation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S, M (something from an extinct animal)

Duration: Concentration, up to 10 minutes

You manipulate the nature of your body with magic temporarily giving it new properties. You can select three of the following properties:

- Your body becomes malleable and amorphous. You have advantage on saves and checks against grapples and the restrained condition, you do not suffer disadvantage from squeezing into smaller spaces, and you can squeeze through openings two sizes smaller than you.
- You grow one additional appendage. This appendage serves as an arm and a hand, though it can take the shape of an arm, tentacle, or similar appendage.
- You extend the length of your limbs, increasing the reach on melee attacks, touch spells, and object interactions by 5 feet.
- Your flesh hardens, your base AC becomes 14 + your dexterity modifier if it is not already higher.
- You grow more resilient, adapting against one external threat. You gain advantage on one type of saving throw of your choice.
- You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.
- Your body grows ablative armor. You gain temporary hit points equal to your spellcasting ability modifier at the start of each of your turns.
- You can grow one size larger or smaller.
- You sprout wings. You gain a flying speed of 30 feet.
- You grow a natural weapon; this weapon can have the statistics of any martial melee weapon without the thrown property, and takes on a form vaguely reminiscent of it. You have proficiency with this weapon, and are considered to be holding it. You can use your spellcasting modifier in place of your Strength or Dexterity modifier for attack and damage rolls with this natural weapon. The natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

For the duration of the spell, you can use an action to change one or all of the properties, losing the benefits of your previously selected properties and gaining the benefits of the new selected properties.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher, you can select one additional property from the list of options, with one additional property per spell level above 3rd.

NAUSEATING POISON

1st-level necromancy

Classes: Druid, Occultist, Warlock

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a piece of rotten meat)

Duration: 1 round

You shroud your hand, a weapon you are holding, or a natural weapon in dark ichorous miasma. After casting this spell, if you make a successful melee spell attack, unarmed strike or a melee weapon attack, the target takes an additional 1d8 poison damage and must make a Constitution saving throw. On a failed save, the target becomes poisoned until the end of your next turn.

The spell ends after dealing damage, or at the start of your next turn, whichever occurs first.

POISON DART

2nd-level transmutation

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Instantaneous

You conjure a dart of pure poison and hurl it at a creature you can see within range. Make a ranged spell attack. On a hit, the target takes 3d12 poison damage and must succeed a Constitution saving throw or become poisoned until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

POISON PUFF

4th-level transmutation

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: 1 round

You exhale a cloud of poison that magically expands to fill a 30 foot cone. Creatures in that area must make a Constitution saving throw. On a failure, they take 4d12 poison damage and become poisoned until the start of their next turn. On a success, the target takes half as much damage and is not poisoned.

The area is lightly obscured until the start of your turn, and any creature that ends their turn within the area takes 2d4 poison damage.

PRISMATIC FLASH

1st-level illusion (arcane)

Classes: Occulist, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a prism)

Duration: 1 round

A vivid rainbow of prismatic lights springs shoots from your hand. Each creature in a 15-foot cone must make a Constitution saving throw. On a failure, creatures are blinded and dazed until the end of your next turn. While they are dazed in this way they are unable to take reactions and their movement speed is halved. If a creature fails by 10 or more, it is additionally stunned for the duration. On a successful save, a creature is not blinded but is momentarily disoriented by the brilliant flash and has disadvantage on attack rolls until the end of your turn.

Creatures that are already blinded or cannot see you aren't effected as they do not see the burst.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the size of the cone expands by 5 additional feet for each level about 1st.

QUICK SAND

3rd-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

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

Duration: Concentration, up to 1 minute

You cause the ground in a 20-foot radius centered on a point you can see to turn to quicksand for the duration of the spell. A creature moving through or out of the area must spend 4 feet of movement for every 1 foot it moves. A creature that ends their turn must make a Strength saving throw. On failure, they fall prone.

RAIN OF SPIDERS

3rd-level conjuration

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a spider leg)

Duration: Concentration, up to 1 minute.

A vertical column of spiders begins to rain down in 20 foot radius, 40 foot high cylinder, centered on a location you specify. A Swarm of Spiders (Monster Manual, pg 334) descends onto each creature within the cylinder when the spell is cast.

This swarm is considered to be climbing on the target creature and moves with it, even if they leave the affected area, and takes its turn immediately after that creature's turn. A creature can make use its action to attempt to get it off, making a Strength (Athletics) or Dexterity (Acrobatics) check against the spell save DC of the caster.

A swarm will attack the creature it fell on if it can, or move to chase it if it has been knocked off of it. Any spiders that remain when the spell ends disappear.

SONIC SHRIEK

5th-level evocation

Classes: Bard, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (120-foot cone)

Components: V, S

Duration: Instantaneous

You emit a sonic blast covering a huge area. Each creature in a 120-foot cone must make a Constitution saving throw. On a failed save, a creature takes 6d8 thunder damage. On a successful save, a creature takes half as much damage. A creature automatically succeeds on its saving throw if it is more than 60 feet from you.

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

SPIDER BITE

3rd-level transmutation

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You prick a target with a tiny magical fang of venom. Make a melee spell attack against a creature within reach. On a hit, the target takes 4d12 poison damage and must succeed on a Constitution saving throw or becoming poisoned for 1 minute. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the target is no longer poisoned.

If you miss your melee attack roll, you can concentrate (as if concentrating on a spell) to maintain the attack for another attempt until the end of your next turn. (You may make subsequent attempts until you hit or lose concentration)

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

SPIRITUAL CONSULTATION

1st-level necromancy

Classes: Occultist

Casting Time: 1 minute.

Range: Self

Components: V, S, M (1 gp worth of incense, which the spell consumes)

Duration: 10 minutes.

You call forth a spirit that is proficient in a skill from Arcana, Animal Handling, History, Investigation, Medicine, Nature, Perception, Religion, or Survival. The spirit is ethereal and ephemeral and cannot interact with physical objects, but can provide guidance on matters relating to the skill selected when you summon it.

You can treat any check you make in the skill as if you have proficiency with it so long as the spirit can communicate with you. Alternatively, if the ability check is an Intelligence or Wisdom check you can have the spirit make the check, and it has a +5 for the skill was summoned for.

The spirit will follow you and cannot stray more than 5 feet from you. You can choose to release it early, dismissing it back from whence it came.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spirit's bonus making ability checks itself increases by 1 for each slot level above 1st, up to a maximum of +9.

STINGING SWARM

4th-level conjuration

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a magical swarm of flying insects that fill a 5 foot cube within range. For the duration of the spell, the swarm is magically replenished and cannot be destroyed. As a bonus action, you can direct the swarm to move up to 30 feet. If the swarm enters another creature's space, it stops and swarms them, stinging repeatedly, and cannot be moved until the start of your next turn. The creature takes 2d4 piercing damage and must make a Constitution saving throw, taking 2d12 poison damage on failure.

STONE COFFIN

4th-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause a surge of stone to attempt to engulf a Large or smaller creature in stone. The target must make a Dexterity saving throw. On a failure, they become restrained and blinded in the stone coffin. A creature can choose to fail their save. While trapped within the coffin, they have total cover against all sources. The coffin has an AC of 15 and 50 hit points, and resistance to all damage beside bludgeoning and thunder damage. When the spell ends or the coffin is reduced to 0 hit points, it crumbles to fragments and the creature within is no longer restrained and blinded.

For the duration of the spell you can use your bonus action to attempt to crush a creature encased in the coffin, dealing 1d10 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the stone coffin gains 10 additional hit points for each level above 5th.

STONE FIST

1st-level transmutation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You turn your hand and forearm (or similar appendage) to stone until the start of your next turn. As part of casting the spell, you can make a melee spell attack against one creature you can reach. On a hit, the target takes 2d10 bludgeoning damage.

Until the start of your next turn, you can use your reaction when you take slashing or piercing damage from an attack to gain resistance to damage from that attack.

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.

SUFFOCATE

4th-level transmutation

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a whirling sphere of air around a creature that causes them to struggle to breathe. The target must make a Constitution saving throw. On a failure, the target loses 5d8 hit points due to lack of air, has disadvantage on all ability checks, and cannot speak. On a success, the target takes half as much damage and suffers no other effects. For the duration, as an action, you can force the creature to make a saving throw against the ability again.

If a target fails their saving throw against this spell 3 times in a row, they become incapacitated until they succeed on a save or the spell ends. If you don't use your action to force the target to make a save, it counts as a success.

A creature that does not need to breathe is unaffected by this spell.

SUMMON SWARM

2nd-level conjuration

Classes: Druid, Occultist, Wizard

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a golden insect worth at least 200 gp)

Duration: Concentration, up to 1 hour

You call forth a magical swarm. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Swarm Spirit stat block. When you cast the spell, choose from Quippers, Spiders, or Wasps. The swarm resembles the creatures of your choice, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, use the higher level whenever the spell's level appears in the stat block.

SWARM SPIRIT

Medium swarm of Tiny beasts, unaligned

Armor Class 10 + the level of the spell (natural armor)

Hit Points 10 + 5 for each spell level above 1st

Speed 30 ft. (Spiders only), 5 ft. (Quippers, or Wasps only) fly 30 ft (Wasps only), swim 30 ft. (Quippers only)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Senses blindsight 10 ft., passive Perception 8

Languages understands the languages you speak

Challenge —

Spider Climb (Spider only). The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Web Walker (Spider only). The swarm ignores movement restrictions caused by webbing.

Actions

Multiattack. The swarm makes a number of attacks equal to half this spell's level (rounded down).

Bite (Spider and Wasp only). *Melee weapon attack:* your spell attack modifier, reach 0 ft., one target. *Hit:* 2d4 + the spell's level piercing damage + 1d4 poison damage.

Bite (Quipper only). *Melee weapon attack:* your spell attack modifier, reach 0 ft., one target. *Hit:* 3d4 + the spell's level piercing damage.

TWISTING ERUPTION

7th-level conjuration

Classes: Occultist

Casting Time: 1 action.

Range: 120 feet.

Components: V, S, M (a handful of dead plants)

Duration: Concentration, up to a 1 minute.

You target a point and call forth tendrils, twisted vines, and gnarled roots of dark energy that erupt from the ground in a 60 foot radius. All creatures of your choice must make a Dexterity saving throw or be restrained as the shadowy plant tendrils grasp and drain the life from it.

At the start of a creature's turn, if it is restrained by the spell, it takes 2d10 bludgeoning damage, and 2d10 necrotic damage. Each time a creature takes necrotic damage from this spell, the caster regains 1d4 hit points.

A creature restrained by the tendrils can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself. A tendril can be destroyed, freeing a creature from its grasp. They have an AC of 10, 20 hit point, and are immune to all damage besides radiant and fire. Spells that deal radiant or fire damage to creatures in an area of effect also affect tendrils in that area.

Creatures that end their turn within the radius while not restrained must make a Dexterity saving throw or become restrained by the tendrils.

VICIOUS HOUND

2nd-level illusion

Classes: Bard, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a spiked collar)

Duration: Concentration, up to 1 minute

You summon a particularly vicious looking illusory hound that ferociously chases a target within range. Only the target can see the hound that chases them. The target creature can attempt to flee from the hound, moving at least 30 feet in any direction from where they start their turn. If the target does not flee or is unable to move at least 30 feet from where they started by the end of their turn, they take 3d8 psychic damage from being mauled by the hound at the end of the turn. The spell ends early if the target gets more than 120 feet from you.

At the end of each of their turns, the target can make a Wisdom saving throw. On success, they realize the hound is an illusion, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the speed of the hound increases by 10 feet for each slot level above 2nd (meaning that the target must flee 10 additional feet to avoid taking the damage).

VITAL SURGE

4th-level transmutation

Classes: Cleric, Druid, Occultist

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: 8 hours

You infuse a vital surge of life into up to 4 creatures of your choice within range. Once during the duration of the spell, they can trigger this vital surge as a bonus action, regaining 4d8 hit points. When they trigger this surge, they can expend up to a number of hit dice equal to half the level of the spell slot used to cast this spell, rolling them as they normally would and adding the amount of hit points restored to the effect of this surge.

Once a creature triggers this healing surge, the spell ends for that creature.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

VICIOUS VAPORS

2nd-level transmutation

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute

You fill the air with poisonous vapors in a cube 5 feet on each side. A creature must make a Constitution saving throw when it enters the spell's area for the first time on their turn or starts its turn there. On a failed save, they take 1d12 poison damage and become poisoned until the end of their next turn. On a successful save, they take half as much damage and do not become poisoned.

You can move the cloud of vapors up to 20 feet as a bonus action during your turn.

VORTEX BLAST

3rd-level evocation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 Action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

You create a sudden violent vortex that blasts outwards in a 30-foot cone, tossing characters and objects within the area. Creatures in the area take 2d6 bludgeoning damage and must succeed a Strength saving throw or be knocked 20 feet backward and 40 feet upward.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

WITHER

3rd-level necromancy

Classes: Occultist

Casting Time: 1 action.

Range: 60 feet

Components: V, S, M (a pinch of powdered bone and sand)

Duration: 1 round

Dark energy tears the moisture from a body, sapping it of life and vitality. The target must make a Constitution saving throw. The target takes 4d10 necrotic damage on a failed save and becomes withered until the start of your next turn, or half as much on a successful one and does not become withered. A withered creature gains vulnerability to fire damage if they are not resistant to fire damage, or loses their resistance to fire if they are resistant to fire.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 5th.

MANIPULATE FATE

9th-level divination

Classes: Occultist, Wizard

Casting Time: 1 action.

Range: Self

Components: V, S, M (a spool of silk thread).

Duration: Concentration, up to 1 minute.

You reach out and grasp the imperceptible threads of fate, subtly manipulating them. Whenever a creature within 60 feet of you makes an attack roll, saving throw, or ability check, you can use your reaction to tweak their fate, altering the value of the roll. You can choose to manipulate fate after the die is rolled, but before the outcome is determined.

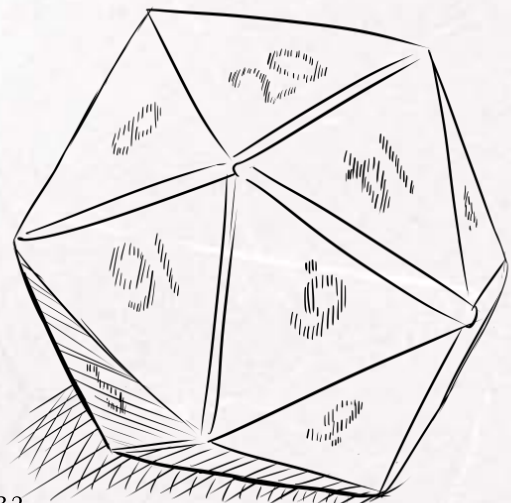
You can alter the roll of the die to an adjacent number to the number rolled (outcomes listed on the table below).

d20	Tweaked Fates
1	7, 13, or 19
2	12, 18, or 20
3	17, 16, or 19
4	11, 14, or 18
5	13, 15, or 18
6	9, 14, or 16
7	1, 15, or 17
8	10, 16, or 20
9	6, 11, or 19
10	8, 12, or 17
11	4, 9, or 13
12	2, 10, or 15
13	1, 5, or 11
14	4, 6, or 20
15	5, 7, 12
16	3, 6, or 8
17	3, 7, or 10
18	2, 4, or 5
19	1, 3, or 9
20	2, 8, or 14

When you alter a roll, you can choose to cast aside subtlety and yank the thread of fate, and select any value of the d20 as the outcome of the result, but the backlash causes you to take a number d6 equal to the difference in the value selected from the value rolled in necrotic damage. The spell immediately ends after the result is changed in this more drastic way.

EDITOR'S NOTE

The numbers you can pick are the adjacent sides of a d20 to the number rolled. This represents literally nudging the die of fate.



MULTICLASSING

Should you want to multiclass into Occultist, the prerequisites and proficiencies are as follows:

- **Prerequisite:** 13 Wisdom
- **Proficiencies gained:** Medicine, Herbalism Kit

For the purpose of multiclassing and spell slots, add your Occultist levels when calculating your Spell Slots on the multiclassing spells slots table.

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- Editing by **Gabriel Russell**

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CHANGE LOG

V1.1.2

V1.2

V1.3

- **Editing pass** by Gabriel Russell (which I promptly mucked up by adding new content).
- **Haste** is now on the spell list (not requiring Occult Haste rite).
- Occultist had its **spells known** reduced by 1-2 (1 at low levels, 2 a max level).
- **Vestaments of War** no longer grants proficiency with shields (...let's be honest, you know this one coming). You can still get it through subclasses such as Shaman or Oracle (War) that are intended be more melee focused.
- **Shield Proficiency** is added as a new general rite, requiring Vestaments of War. If it feels like you don't have enough to Rites to get it, that's, uh, intentional. But it still exists for people that really want their shields.
- **Occult Magic** rite added (allowing learning an additional spell).

HEDGE MAGE

- Now gain +1 spell known from Personalized Path (to make up for the lost spell known from the base class).
- **Studious Mage's** previous functionality is covered by the new Occult Magic. It now lets you learn Wizard or Druid spells, but only spells of a level below your highest.

WITCH

- Made RAW the RAI that Curse Spell material components can be met by touching the target (through new note block), with no additional check. Made RAW this can be done through a familiar touching the target.

- **Animate Hair** no longer requires a bonus action to activate it (meaning you can activate it, attack, and grapple the same turn). It's range is increased to 10 feet.
- **Witch's Claws** rewritten to no longer use an old non-SRD cantrip. Functionality is the same, but now deals slashing instead of acid damage and isn't a spell, both of which are generally an improvement to its functionality.
- **Red Coven** added in the **Blood Magic Expansion**.

ORACLE

- War Oracle has been revamped (heavily nerfed and buffed). As is the case with most drastic cahnges like this, if you are currently playing, I'd recommend sticking to the older version. It no longer uses smites, does not work with Booming Blade, but is more powerful as a self contained option.
- Mystery of War now grants proficiency with simple weapons, medium armor, and shields.
- **Warding Bond** replaced with Aid in **Mystery of Life**
- **Mystery of Light** added
- **Mystery of Darkness** added
- **Mystery of War** spells all replaced. **Mystery of War** has been heavily changed.
- **Mystery of War** now grants Wisdom based attacks.
- **Revelation of War** nerfed. Now requires your bonus action.
- **Truth of War** got nerfed and folded into **Relevation of War**.
- New **Truth of War** added.
- **Touch of Death** revised back to the old version (bypassing Necrotic resistance and treating immunity as resistance), but keeps half its new effect (hit points regained are halved).
- Added **Mystery of Light** and **Mystery of Dark**.
- Added **Truth of Light** rite
- Added **Truth of Darkness** rite
- Added **Revelation of Light** rite
- Added **Revelation of Darkness** rite.

SHAMAN

- **Primal Ice** spells updated to start the march to OGL.
- Shaman can manifest their spirit when they call it (or as a bonus action while it is bonded).

BLOOD MAGIC EXPANSION

- **Blood Magic** and **Blood Rituals** moved to the Blood Magic Expansion.
- **Blood Magic Expansion** is now available for alpha testing.

1.3.1

Missing spells added and some non-SRD spells replaced.

1.3.2

- **Markings of Protection(+)** now grants 11 + your Wisdom modifier AC. This is a slight decrease to base AC, but most Occultists will have better Wisdom, so this scales better and puts it on more equal footing with the nerfed Vestments of War Rite.

WITCH

- **Black Coven Spells** changed. Non-SRD 1st level spell replaced with **Hideous Laughter**. Animate Shadow replaced with **Bestow Curse**. Non-SRD 3rd level spell replaced with **Curse of Doom**.
- **White Coven Spells** changed. Non-SRD 3rd level spell replaced with **Karmic Hex**. Non-SRD 5th level spell replaced with **Dispel Evil and Good**. **Curse of Impotence** renamed **Enfeebling Hex**. **Binding Curse** renamed **Binding Hex**.
- **Green Coven Spells** changed. Non-SRD 3rd level spell replaced with **Curse of Misfortune**. Non-SRD 5th level spell replaced with **Seeming**.
- **Familiar Bond** improved, now allows you to transfer all damage taken by your familiar to you. This makes your familiar effectively immortal, but as familiars are far easier to hit and can get caught in areas of effects, it will remain a large weak point for the Witch if you choose to use this to keep it alive in the path of danger frequently.
- **Master of Curses** changed to now make 1st level curses and hexes no longer interrupt concentration on other spells. Casters frequently take War Caster eventually, so having this feature redundant with that is somewhat underwhelming for a capstone.
- **Curse Specialist** rite added.

HEDGE MAGE

- **Practical Skills** now just adds all Wizard and Druid cantrips to the Occultist list for Hedge Mages, as well as Thaumaturgy. This is to make the spells work within SRD without axing a bunch of spells they depend on.

ORACLE

- **Mystery of Life** replaced non-SRD 4th level spell with **Vital Surge**.
- **Mystery of Souls** replaced non-SRD 2nd level spell with **Spiritual Weapon**.
- **Mystery of Light** replaced non-SRD 5th level spell with **Field of Stars**.
- **Halo of Mystery** added or Oracle to give them more late game impact to their Mysteries.

SHAMAN

- **Spiritual Warrior** now allows you to use your Wisdom modifier in place of your Dexterity modifier for your Light or Medium armor. This reduces MADness.
- **Primal Deflection** removed as it was now redundant.
- **Primal Magic** options updated with new spells.
- **Primal Earth** replaced **Wall of Stone** with **Fissure**, as Wall of Stone is already an Occultist spell, but Fissure is not.
- **Strength of Spirit** rite added - this basically allowing MAD shamans to take an extra stat ASI to make madness more viable Tier 3+, though the cost of a rite is still significant.

- **Radiate Power** made a Dexterity save, but now does half on pass.

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