Witch

A tattooed elf, veiled and cloaked, draws his obsidian dagger across the sand, calling forth from the lines a ghostly apparition to help him and his allies find their way.

A trio of halfling hermits gather among candles and incense, chanting words of power to bait spirits from the shadows.

The bejeweled human, dressed in exotic garb and golden chains bellows a spell which echoes with the voices of an army of lost souls, a fiendish glint in his eyes as blood drips from his palm.

Unlike shamans who pray to the spirits of nature, witches trap the tormented souls of intelligent beings lost betwixt the realm of the living and the beyond. As a witch, you learn to summon these souls and bind them to your will, gaining protection from them as well as the power to debilitate your enemies. As you attain higher levels, the circle you join grants you further abilities which extend the usefulness and power of these bonds in different ways.

The Power of Spirit

Witches may or may not have a level of respect for the spirits they bind, though one could say they should. Some witches tap into the residual energies of long-departed souls, while others use extant spiritual beings as conduits for their spellcasting. Either way and whether or not they wish, witches bind part of their own soul to those that surround them.

Witch spells mostly deal with manipulation of spiritual energies (both living and dead) and protections against the beings with supply those energies. As part of their connection to the spiritual world, they are also privy to information and secrets normally not meant for mortal minds. As such, witches are powerful enchanters, abjurers, and diviners.
**Proficiency**

<table>
<thead>
<tr>
<th>Level</th>
<th>Bonus</th>
<th>Bonds</th>
<th>Features</th>
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<tbody>
<tr>
<td>1st</td>
<td>+2</td>
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<td>Quickening, Spellcasting</td>
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<tr>
<td>2nd</td>
<td>+2</td>
<td>1</td>
<td>Witch Circle, Binding Rites</td>
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<tr>
<td>3rd</td>
<td>+2</td>
<td>1</td>
<td>Spirit Ward</td>
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<td>4th</td>
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<td>Ability Score Improvement</td>
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<td>5th</td>
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**Cantrips**

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<tr>
<th>Spell Slots per Spell Level</th>
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<tr>
<td>Known 1st 2nd 3rd 4th 5th 6th 7th 8th 9th</td>
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**Bonds of the Soul**

Witches acknowledge that there is a spiritual connection between all things—forces that inexplicably and randomly bind beings and happenings together in a kind of mass, shared fate. They see other witches as brothers and sisters, and other classes as close cousins. As a consequence, witches are often fond of forming alliances. One kind of alliance is the circle that a witch belongs to.

The circle that a witch joins is the manifestation of a philosophy regarding the nature of spirits. Some, like the circle of power, believe in a supreme energy that extends beyond the physical world, weaving together magic and the collective conscience of all living things. Others, from the circle of blood for example, believe in a more intimate connection between the physical world and the other side. In this philosophy, each soul is tied to something close to it in the physical world—a body, an object, or location that was important to it when it was alive.

**Creating a Witch**

When deciding on the witch class, think about what led your character to tap into the spirit world. Maybe witchcraft is a tradition in the area, or your character comes from an area rife with a ghostly past. Superstition is also a good trigger for a fascination with spirits. What is your relationship with spirits? Is there a measure of mutual respect? Perhaps your character feels more like a servant to the spirit than the other way around, or maybe they possess the entitlement to dominate and extort spiritual beings.

How did your character come to be an adventurer? It could be that he or she was a pariah in their community due to contact with the other side, cast out and forced to fend for themselves. Perhaps your character is even haunted by a particular spirit, and seeks away to control or be rid of it.

**Quick Build**

You can make a witch quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, select the Hermit background. Third, select the chill touch and guidance cantrips.
CLASS FEATURES
As a witch, you gain the following class features.

HIT POINTS
Hit Dice: 1d8 per witch level
Hit Points at 1st Level: 8 + your constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your constitution modifier per witch level after 1st

PROFICIENCIES
Armour: Light armour
Weapons: Simple weapons
Tools: Herbalism kit
Saving Throws: Wisdom, Charisma
Skills: Choose two skills from Arcana, Animal Handling, History, Insight, Medicine, Nature, and Religion

EQUIPMENT
You start with the following equipment, in addition to the equipment granted by your background:
(a) a light crossbow and 20 bolts or (b) any simple weapon
(a) a component pouch or (b) an athame used as an arcane focus
(a) a priest's pack or (b) a scholar's pack
Any simple weapon and two daggers

SPELLCASTING
Your contact with the spirit world and intuitive knowledge of the magic which allows it to persist grants you the use of spells.

CANTRIPS
You know two cantrips of your choice from the witch spell list. You learn additional witch cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Witch table.

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

You prepare the list of witch spells that are available for you to cast, choosing from the witch spell list. When you do so, choose a number of witch spells equal to your Charisma modifier + your witch level (minimum of one spell). The spells must be of a level for which you have spell slots.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of witch spells requires time spent in communion and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY
Charisma is your spellcasting ability for your witch spells, since your magic comes from bargaining with spirits. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a witch spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier
Spell attack modifier = your proficiency bonus + your Charisma modifier

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

SPELLCASTING FOCUS
You can use an athame as a spellcasting focus for your witch spells. Alternatively, choose a focus that you feel would suit your character.
QUICKENING
At 1st level, you gain the ability to enter into an induced state known as the witch's quickening, letting you see what others cannot. You can enter this state by remaining still and concentrating. If you maintain the quickening for at least 1 minute, you can see into the Ethereal Plane up to 60 feet and you gain advantage on Wisdom (Perception) and Intelligence (Investigation) checks. Any action ends the quickening.

In addition, you may add your proficiency bonus to Intelligence (Investigation) and Charisma (Persuasion) when dealing with spirits.

WITCH CIRCLE
At 2nd level you choose to join a circle of magic: the Circle of Power, the Circle of Blood, the Circle of Ruin, or the Circle of Shadows, detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

BINDING RITES
At 2nd level you can bind spirits to your service by performing certain rites. Binding a spirit is a full action. The number of spirits you may have bound at any time is limited as per the Bonds column on the witch class table.

When you choose a spirit to bind from the list at the end of this class description, you “fill” one of your available spell slots with the spirit. The spell slot used is no longer available for casting spells, and it remains unavailable for as long as the spirit filling it remains bound to you. The spirit is said to be of a level equal to the spell slot filled to bind it. Thus, a Spirit of Passion occupying a 6th level spell slot is a level 6 spirit. You cannot have more than one spirit with the same name bound at one time.

Depending on the type of spirit, you gain certain benefits while the spirit remains bound and an additional effect when you release the spirit, as detailed in the Binding Rites section. Releasing a spirit is a bonus action, although some spirits allow release as a reaction. Once a spirit has been released, it no longer provides its passive effect and the spell slot it occupied is considered expended.

SPIRIT WARD
One of the first abilities a witch learns is how to protect himself from spirits who may wish to harm him. At 3rd level, you gain the ability to create a spirit ward as an action. The ward has a radius of 30 feet, centered on your location, and is stationary for its duration. While inside the ward, friendly creatures (yourself included) cannot be charmed, frightened, or possessed by undead and have resistance to all damage from incorporeal undead sources (including the spiritual effects produced by other witches).

Additionally, if a friendly creature is reduced to 0 hit points inside the ward but not killed outright, the creature becomes stable. The ward lasts 1 minute per level, or until you create another ward.

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.
SPIRITUAL SPELLCASTING
At 7th level, you can call upon the spirits you have bound to help you cast your spells. You may dismiss a spirit or a number of spirits as a bonus action to recover a single expended spell slot of a level no higher than the combined level of the spirits you dismissed. You may only use this spell slot for casting spells, and the release effects of the spirits you dismissed are not activated.

CHANNEL SPELL
Starting at 11th level, you can channel spells through the spirits you bind, wreaking havoc on spiritual enemies. Your spells affect enemies you are aware of who are incorporeal or on another plane of existence.

STRENGTH OF SPIRIT
At 15th level, you learn to sap additional fortitude from the spirits you bind. You gain an increase to your maximum hit points equal to the sum of the levels of each spirit you have bound. As long as these spirits remain bound, these hit points recover when you complete a long rest.

GHOSTLY STEP
At 18th level you gain the ability to enter the spirit realm as a bonus action by projecting part of yourself beyond the material plane. You and your belongings become invisible and incorporeal for up 1 minute. During this time you may move your normal speed and may pass through solid objects. If you choose to maintain this form until the duration expires and you are in a location occupied by a creature or solid object, you are shunted to the near occupied space and take damage equal to twice the number of feat you are moved as a result. You may otherwise choose to rematerialize at any time in your present location. You may use this ability once, after which you must complete a long rest to use it again.

CIRCLES
The circle that a witch joins at 2nd level has everything to do with the witch's personal philosophy on spirits. When becoming a part of a circle, the witch joins other like-minded witches and is granted abilities which align with these core philosophies. Though witches of different circles may carry similar opinions of spirits and their own magic, it is important to think on how each circle's teachings shape your character's attitudes towards the binding and utilization of spirits.

CIRCLE OF BLOOD
Witches of the Circle of Blood believe in strong connections between the physical world and the spiritual one. Spirits are connected to the physical world through objects that were important to them while they were alive. This knowledge allows a witch to bind spirits to her power more easily – as long as she knows a bit about the spirit's life.

Though not always, witches from the circle of blood tend to dominate the spirits under their control. They generally take care to leave spirits intact and in a state no worse than before they were bound, but nevertheless are capable of using a spirit's weaknesses against them, taking advantage of their connections to the physical world in order to gain power over them.

SYMPATHETIC MAGIC
At 2nd level, you gain the power to cast spells on targets over vast distances beyond what the spell may ordinarily allow. Provided you have an article (blood, hair, clothing) from the target, your spells which have a single target may affect the creature in question from up to one mile away per witch level. When you cast a spell that affects a creature this way, the article you have from the target is consumed.

AWAKEN THE BLOOD
Beginning at 6th level, when you release a spirit from your power, you can use the energy from those broken spiritual bonds to repair corporeal bodies. You can heal yourself or a creature adjacent to you for hit points equal to four times the level of the spirit when you trigger a release effect.

BLOOD BINDING
At 10th level, if a living creature dies within 30 feet of you, you may bind its soul as a full action on your next turn. You bind a spirit type of your choice to a spell slot of your choice. This binding expires after 24 hours or whenever you use this ability again. The creature who provided the soul cannot be resurrected during the time it remains bound. You may use this ability once, after which you must complete a long rest to use it again.
**Call Forth the Blood**
At 14th level, you gain the ability to force ethereal and incorporeal creatures into the material plane and bind them to a corporeal form. The creature must succeed at a Constitution save or lose its incorporeal traits and associated immunities and resistances for 1 minute. You may use this ability once, after which you must complete a long rest to use it again.

**Circle of Power**
The Circle of Power subscribes to a philosophy that all spiritual entities are connected by a collective consciousness. They use this knowledge to surmount power over the spiritual realm itself. In other words, these witches gain their abilities by harnessing the secrets which govern the very basis of spiritual existence, rather than focusing on the relationships between the metaphysical and the material world.

The Circle of Power is perhaps a little more sympathetic to the spirits these witches bind. Witches of this circle tend to see spirits more as allies. They trust the spirits they bind enough to allow their power to grow under their command with the purpose of sharing this power.

**Ancestral Power**
You can call upon the residual power of the individuals whose souls you bind. Beginning at 2nd level, the save DC of your spells is increased by 1 for every bond you have filled.

**Forceful Presence**
When you reach 6th level, you can force a spirit to grant its release effect, but retain control of the spirit so that it is not dismissed and continues to provide its passive effect. You may use this ability a number of times equal to your Charisma modifier, minimum 1. After these uses are expended, you must complete a long rest to recover them.

**Powerful Bonds**
At 10th level, your body and soul develop the ability to contain more powerful spirits. The level of spirits you bind are considered 1 higher than the spell slot you use to bind them.

**Simulacrum**
As a witch of the Circle of Power, your mind and body have become powerfully linked to spiritual existence. At 14th level, should you be reduced to 0 hit points but not killed outright, your body becomes possessed by a spirit you control and you may continue to act for 1 round per level of the highest level spirit you have in your power. You cannot use this ability if you do not have any spirits bound. You may perform any action you normally could except for releasing spirits.

During this time, your hit points remain at 0 and you continue to make death saving throws (though a prepared witch may move to her spirit ward to become stable). Onlookers notice a strangeness in your movements, eyes, and voice while you remain possessed.

When the effect expires, your body collapses if you have not been healed above 0 hit points, otherwise you snap out of the possession conscious.

**Circle of Ruin**
The Circle of Ruin has less respect for spirits than the other circles. Witches who bind these spirits utilize their magic to torture and pressure spirits in order to extract power from them. Their philosophy revolves around invoking ruin and causing as much damage as possible.

Though good witches of this circle are rare, they are not unknown. Good witches who share this circle’s ideology typically aim to bind evil spirits, turning these beings into weapons for good against their will (though this can hardly be considered to be completely benign). These witches often claim this is for the greater good — using evil to combat evil.
SOUL SHATTER
Beginning when you choose this circle at 2nd level, spells which you cast that cause damage may deal half of their damage as psychic damage if you choose.

DEVASTATING RELEASE
At 6th level, spirits you release erupt with energy as their bonds are broken, causing harm to those around you. When you dismiss a spirit, enemies within 30 feet of you are dealt 1d6 points of damage per level of the spirit. Half of this damage is necrotic, and the other half psychic. Those use experience the damage hear wails and screams as the spirit is released, and feel a rush of sorrow and discomfort.

RUINOUS WARD
Beginning at 10th level, the Spirit Wards you create are accompanied by spiritual dissonance which can strain and break the weak of spirit. In addition to the described effects above, your Spirit Ward ability deals 1d6 psychic damage each round to hostile creatures within its radius. The damage can be ignored by a successful Wisdom save as if against one of your spells.

RITE OF EXORCISM
At 14th level, you can attempt to exorcize a living creature's own soul. If a creature within 30 feet fails a Wisdom save against your spell save DC, they are dealt 10d6 damage as their soul is torn from their body. Half of this damage is psychic, the other half is necrotic. The creature is also stunned until your next turn. A successful save lets the creature avoid the damage, but still leaves the creature stunned. You may use this ability 3 times. Expended uses recover after a long rest.

CIRCLE OF SHADOWS
The Circle of Shadows subscribes to the belief that everything that exists, both physically and metaphysically, is like a shadow cast by that which came before it. Shadows are windows into worlds beyond the material plane – as one world becomes dimmer, others become brighter and easier to see by comparison.

There is reason to be wary of the dark. Witches from this circle are more cautious dealing with spirits. They know that dangers lurk in the shadows, and they are careful with their dealings lest the spirits they bind show their dark side.

THE SHADOWS HAVE EYES
You can use the spirits which dwell in the darkness to see. Beginning at 2nd level, you have darkvision 60 ft. as long as you have at least one spirit bound. If your race grants you darkvision, it is extended by 60 ft. instead.

BLINDED SHACKLES
At 6th level, whenever you release a spirit which lets you choose a target or affects a single target, that target is blinded for 1d6 rounds. This ability cannot affect creatures who do not use light to see.

SPIRITS IN THE SHADOWS
Beginning at 10th level, as long as you have at least 2 spirits bound, you may call upon nearby shadows to replace the somatic components of your spells. Additionally, the ghostly whispers of those spirits may replace the verbal components of your spells. You may therefore cast spells with these components even if you yourself cannot motion or vocalise.

SHADY EXCHANGE
Beginning at 14th level, when you enter a witch’s quickening in low light or darker conditions, you may exchange one of the spirits you have bound for another of a different type. The new spirit is of the same level as the one you exchanged, and no release effect is triggered during the exchange. You may use this ability once, after which you must complete a long rest to use it again.
BINDING RITES
Following is a list of different spirits a witch may bind.

SPIRIT OF AGONY
In the presence of a spirit of Agony, foes' wounds continue to bleed and fires continue to burn. While Agony is bound, you may reroll any damage die that shows a 1, and use the new roll even if it is another 1.

Release. You may release Agony when you roll a critical hit. In addition to the critical damage, you may roll an extra number of dice equal to the level of the spirit. This spirit's passive ability applies to the normal and the additional dice for this attack.

SPIRIT OF DESIRE
Spirts of Desire impress your desires onto others and enhance their own. You have advantage on Charisma checks when interacting socially with a creature who finds your race and gender attractive.

Release. When you release this spirit, a single target creature within 30 feet becomes charmed if they fail a Wisdom saving throw as if against one of your spells. This effect lasts one minute per level of the spirit. The effect ends prematurely if you or your allies damage the creature.

SPIRIT OF EMPATHY
Spirits of Empathy force your enemies to share your pain. While Empathy is bound, whenever you are dealt damage from a living or undead source, you may use your reaction to deal that source psychic damage equal to the level of this spirit.

Release. You can release Empathy as a reaction when you take damage from a creature. The creature is dealt psychic damage equal to the damage you took + the spirit's level, or half that on a successful Wisdom save.

SPIRIT OF ENVY
Spirits of Envy take from others what they covet for themselves - life. Whenever you deal damage with an attack or spell while Envy is bound, you gain the spirit's level in temporary hit points. These hit points last until you release Envy.

Release. When you hit an enemy with an attack or spell you may release Envy. When you do so, you gain temporary hit points equal to five times the spirit level. These temporary hit points last up to 24 hours.

SPIRIT OF FEAR
Spirits of Fear bring nightmares to life. While Fear is bound, you may add your proficiency bonus to Charisma (Intimidation) checks, or double it if you already do.

Release. When Fear is release from its bonds, a number of creatures equal to the spirit level within 30 feet make a Wisdom save or be frightened for 1 minute. Each creature affected is allowed a Wisdom save to end the effect at the beginning of each turn.
SPIRIT OF GENEROSITY
Spirits of Generosity are always willing to make sacrifices for those who bind them with good intentions. Your spells that heal restore an additional 1d6 damage per creature they affect.

**Release.** You may release Generosity and gift the spirit to an ally within 30 feet. The spirit protects the ally, granting them temporary hit points equal to 5 times the spirit's level. These temporary hit points last 10 minutes.

SPIRIT OF GUILT
Spirits of Guilt cause your enemies hesitation in acts that would wrong you. While Guilt is bound, you may use your reaction to impose disadvantage on an attack roll against you.

**Release.** When you release Guilt from your power, a single target within 30 feet has disadvantage on attack rolls against you for 1 round per spirit level.

SPIRIT OF HATE
Spirits of Hate inspire a ferocity in you. When you are damaged by a creature, you gain advantage on attack rolls against that creature on your next turn.

**Release.** When you hit a creature with a spell or attack you may release Hate and deal necrotic damage equal to 1d6 per spirit level.

SPIRIT OF HUNGER
Spirits of Hunger both sustain their friends and deprive their enemies of energy. While Hunger is bound to you, you require no food or water to survive.

**Release.** You may release Hunger to impart one level of exhaustion on a number of creatures within 30 feet equal to the spirit's level.

SPIRIT OF PASSION
Spirits of Passion give those who bind them the motivation to push themselves further in order to accomplish a task. When this spirit is bound you gain a number of bonus dice equal to the spirit level. These dice are d6s. You may choose to roll one of these dice and add the result to any d20 roll you make. You lose all remaining dice when you release Passion.

**Release.** You may release Passion when you make any d20 roll with disadvantage. You make this roll with advantage instead, and in addition you add 1d6 to the result.

SPIRIT OF SERENITY
Spirits of Serenity bring peace and clarity of thought to those who bind them. You require only half the time worth of sleep or rest as long as Serenity remains bound.

**Release.** When you release Serenity from your power, you may remove one of the following conditions from yourself: Blinded, Charmed, Deafened, Frightened, Paralysed, Poisoned, and Stunned.

SPIRIT OF SLOTH
Spirits of Sloth inspire sluggishness and laziness of thought and action around you. While Sloth is bound, spaces you threaten count as difficult terrain for enemies.

**Release.** When Sloth is released, one foe per spirit level within 30 feet loses their reaction until your next turn.

SPIRIT OF SORROW
The failures of your enemies continue to haunt them in the presence of a spirit of Sorrow. While Sorrow is bound to you, enemies within 30 ft. who fail a save against one of your spells are dealt psychic damage equal to twice the spirit's level.

**Release.** When Sorrow is released, choose a target creature within 30 feet. That creature has disadvantage on its next saving throw, ability check, or attack roll. Should this roll fail, they are dealt 1d6 psychic damage per spirit level.

SPIRIT OF VALOR
Spirits of Valor give those who bind them the power to pull through with confidence against poor odds. While Valor is bound, you have advantage on saves against being frightened.

**Release.** When you release this spirit, one creature per spirit level is no longer frightened.

SPIRIT OF WONDER
You radiate an aura of awe when a spirit of Wonder is bound to you. While Wonder is bound, you can use your action to impose a -5 penalty on passive Perception checks creatures within 30 feet make to notice anything other than yourself for the round.

**Release.** You may release Wonder from your power when you hit a target with a spell or they fail a save against one of your spells. That foe is stunned until your next turn.
## Spell List

### Cantrips (0 Level)
- Blade Ward
- Chill Touch
- Friends
- Guidance
- Light
- Mage Hand
- Mending
- Minor Illusion
- Poison Spray
- Resistance
- True Strike

### 1st Level
- Animal Friendship
- Charm Person
- Cure Wounds
- Detect Magic
- Detect Poison and Disease
- Faerie Fire
- Hex
- Longstrider
- Prestidigitation
- Protection from Evil and Good
- Purify Food and Drink
- Speak with Animals
- Unseen Servant
- Witch Bolt

### 2nd Level
- Crown of Madness
- Darkness
- Darkvision
- Enhance Ability
- Enthrall
- Find Traps
- Flame Blade
- Hold Person
- Lesser Restoration
- Locate Animals or Plants
- Locate Object
- Misty Step
- Moonbeam
- Protection from Poison
- Ray of Enfeeblement
- Suggestion

### 3rd Level
- Counterspell
- Dispel Magic
- Fear
- Fly
- Gaseous Form
- Hypnotic Pattern
- Magic Circle
- Major Image
- Protection from Energy
- Remove Curse
- Tongues
- Vampiric Touch
- Water Walk

### 4th Level
- Banishment
- Blight
- Confusion
- Dimension Door
- Dominate Beast
- Freedom of Movement
- Hallucinatory Terrain
- Locate Creature
- Polymorph
- Wall of Fire

### 5th Level
- Antilife Shell
- Awaken
- Commune
- Conjure Elemental
- Contact Other Plane
- Contagion
- Dominate Person
- Dream
- Geas
- Greater Restoration
- Hold Monster
- Insect Plague
- Legend Lore
- Mass Cure Wounds
- Modify Memory
- Planar Binding
- Reincarnate
- Scrying

### 6th Level
- Arcane Gate
- Circle of Death
- Conjure Fey
- Contingency
- Eyebite
- Find the Path
- Flesh to Stone
- Heal
- Mass Suggestion
- Sunbeam
- True Seeing

### 7th Level
- Ethereality
- Finger of Death
- Mordenkainen's Magnificent Mansion
- Plane Shift
- Regenerate
- Sequester
- Symbol

### 8th Level
- Antipathy/Sympathy
- Dominate Monster
- Feeblemind
- Power Word Stun
- Sunburst
- Trap the Soul

### 9th Level
- Astral Projection
- Foresight
- Imprisonment
- Power Word Kill
- Shapechange
- True Polymorph
- True Resurrection
- Weird
- Wish