

Witch Doctor

Witch Doctors learn to channel the dark arts from the outcasted corners of the world. Witch Doctors are incredibly rare and come from small convenes that harness the power of departed spirits of the world that are not done haunting it yet. Witch Doctors use these spirits to channel curses from the unnatural areas of the world to weaken their foes and make creatures vulnerable to their will.

You must have a Strength and Wisdom score of 13 or higher in order to multiclass in or out of this class.

The Witch Doctor				
Level	Proficiency Bonus	Features	Curses Known	Number of Curses Concentration can hold
1st	+2	Curses, Unnatural Armor	1	2
2nd	+2	Unnatural Awareness	1	2
3rd	+2	Witch Doctor Convene feature	2	2
4th	+2	Ability Score Improvement,	2	2
5th	+3	Extra Attack	3	3
6th	+3	Witch Doctor Convene feature	3	3

7th	+3	Potent Curses	4	3
8th	+3	Ability Score Improvement,	4	3
9th	+4	Aura of Corruption	5	4
10th	+4	Witch Doctor Convene feature	5	4
11th	+4	Cloud of Mist	6	4
12th	+4	Ability Score Improvement	6	4
13th	+5	Spread of the Hex	7	5
14th	+5	Witch Doctor Convene feature	7	5
15th	+5	Potent Curses Improvement	8	5
16th	+5	Ability Score Improvement	8	5
17th	+6	Aura of Corruption Improvement	9	6

18th	+6	Cloud of Mist Improvement	9	6
19th	+6	Ability Score Improvement	10	6
20th	+6	Cycle of Curses	10	6

Class Features

As a witch doctor, you gain the following class features.

Hit Points

Hit Dice: 1d8 per witch doctor level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per witch doctor level after 1st

Proficiencies

Armor: Light armor,

Weapons: Simple and Martial weapons

Tools: None

Saving Throws: Wisdom, Strength

Skills: Choose two skills from Athletics, Insight, Medicine, Nature, Perception, Survival, and Religion

Equipment

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

- (a) a quarterstaff or (b) a scythe
- (a) leather armor or (b) studded leather armor
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) an explorer's pack

Alternatively, you can ignore the equipment here and in your background, and buy 5d4 × 10 gp worth of equipment from chapter 5 in the Player's Handbook.

Curses

Curse Placement

Curse Knowledge

The Witch Doctor knows an amount of Curses equal to half your Witch Doctor Level rounded up. For example a level 13 Witch Doctor will be able to know 7 different curses. Curses are chosen from the Curses table as shown below. Additionally, when you gain a level in this class, you can choose one of the Witch Doctor curses you know and replace it with another curse from the curse table.

Placing the Curse

Witch Doctors can use their bonus action and verbal chant to place a curse onto a creature where they make a wisdom saving throw to avoid being cursed. The specific curse must be announced before bestowing it on a creature. If a creature succeeds the saving throw it cannot be targeted by a curse again until your next turn. If a creature fails the saving throw the curse is successfully placed on it and concentration is used on to maintain the curse on the creature. If concentration is broken the curses are no longer active and all effects from it are cessed. At the end of each of the cursed creature turns they can attempt to break out of the curse by making a wisdom saving throw. When a curse ends on a creature they feel a void left behind from the burden.

A Witch Doctor is able to concentrate on a number of curses as shown in the table above. The first creature that a curse is placed on is your primary curse target. Witch Doctor can stack different curses on the same target with the same concentration as long as it does not succeed in the amount of curses that is able to be concentrated on. Witch Doctors can also target multiple creatures with curses on different turns. When cursing different targets other than your primary curse target you can only place a curse on them that is already active on the primary target. If the primary target dies or breaks out of its curse effect the primary target becomes the second creature targeted after the primary curse target or the target that has the most remaining curses on it.

Curse Ability

Wisdom is your curse ability for your Witch Doctor saves, since your dark magic draws on your attunement to the unnatural world. You use your Wisdom whenever a curse refers to your curse ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Witch Doctor curse you place.

Curse save DC = 8 + your proficiency bonus + your Wisdom modifier

Curses Table

Curse Name	Curse Affect
Weakened Mind	Cursed creature receives a -2 to Wisdom, Intelligence, and Charisma saving throws
Weakened Body	Cursed creature receives a -2 to Strength, Dexterity, and Constitution saving throws
Weakened Attack	Cursed creature receives a -2 to all attack rolls
Slowed Body	Cursed creature movement speed is reduced by 10 feet
Susceptible Mind	Allies gain a +3 on Charisma ability checks against the cursed creature
Decroupet Armor	Cursed creature AC is decreased by 1
Crippled Body	Cursed creature has -3 on grappling checks
Tunnel Vision	Cursed creature has disadvantage on attack rolls not on the Witch Doctor
Dull Senses	Cursed creature has -3 on all perception checks
Wound Opener	Cursed creature takes an extra 2 damage per hit

Unnatural Armor

Thanks to your connection to channel the Unnatural world through you it has enabled your body to grow resilient to the natural world. While you are not wearing any armor, your armor class equals 10 + your Strength modifier + your Wisdom modifier. This does not work if you have a shield equipped.

Unnatural Awareness

At 2nd level thanks to your connection to channel the Unnatural world through you have come to rely on a sixth sense and cannot be surprised. On a surprised round you get to act normally on your turn

Witch Doctor Convene

At 3rd level, you choose a Witch Doctor Convene: the Convene of the Apocalypsis, the Convene of the Enchantress, the Convene of the Exorcist, and the Convene of the Voodooist. Each order specializes in a specific approach to curses. Your order gives you features when you choose it at 3rd level and additional features at 6rd, 10th, and 14th level.

Convene	Source
Apocalypsis	Homebrew Creation Don't Question it
Enchantress	Homebrew Creation Don't Question it
Exorcist	Homebrew Creation Don't Question it
Voodooist	Homebrew Creation Don't Question it

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.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Potent Curses

At 7th level your connection to the unnatural world grows stronger as the power of your curses double. For example a Curse can cause the 10 feet movement loss to become 20 feet slower or a -2 on attack rolls to become a -4 on attack rolls.

Additionally at level 15 this feature triples in base power.

Aura of Corruption

At 9th level your body begins to channel in different energy from the unnatural world allowing it to disperse the negative energy to the area around you. Starting and moving with you a ten foot radius of negative energy you channel corrupts the land around you making it rough terrain. You choose if friendly creatures are affected by this ability. This ability activates after the first successful curse is placed.

Additionally at 17th level the radius of the circle jumps to 30 feet.

Cloud of Mist

At 11th level, a mysterious white cloud of mist emanates from you and surrounds you. When you get hit with an attack you can use your reaction to have the mist absorb the hit protecting you from all damage. You can use this once per long rest. You gain another use of this at level 18 where you can use it one additional time per rest.

Additionally you have advantage on intimidation checks.

Spread of the Hex

At 13th level you have become an expert in casting curses. When you cast a curse you can cast two at a time with one bonus action.

The Cycle of Curses

At 20th level, you master the ability to control a creatures' bodies with your curses. Your curses on your primary curse target cannot be removed even when you go down. The only way to remove the curse is by having the time of the curse past or for a remove curse to be casted on the creature.

When you die if your primary curse target is a humanoid you can immediately attempt to force your consciousness into them. The humanoid needs to make a contested wisdom saving throw against yours. If you successfully roll higher than them your soul leaves the body and affects the cursed creature. You are now in control of this body and all your previous abilities transfer to this body after 7 days. If you lose the roll your soul is projected out of your body and consumed by the land around where your body laid. Your body emits a curse upon the land in a 200 foot radius around it that causes all living things to wither away and die over the course of 1 year. Anyone who enters this area needs to make a wisdom saving throw or be temporally driven mad until they exit the area. In order for the curse of the land to be removed it requires a level 9 Wish or Remove curse spell to be casted on the body.

Apocalypsis

Curse Slayer

At level 3 when you choose this subclass your ability to bring destruction upon your enemies is aided by the curses calling out to your weapon guiding it to hit the cursed creature more accurately. When you place a curse upon a target, you can choose to gain advantage on all attack rolls against the cursed creature for the next minute or until your concentration is broken. This feature can be used an amount of time equal to your wisdom modifier per long rest.

Reaper of Curses

Starting at 6th level when you kill a creature that has a curse placed on them you can use your reaction to trap their spirit to your weapon. For the next minute, attacks with that weapon deal an extra 1d4 fire damage. After the minute, the soul unbinds and your weapon goes back to its base properties.

Blessings of the End

At level 10 your visions of the world grow stronger as you begin to see the fire that engulfs the world. Your vision has blessed you with the ability to embrace this future and now grant you resistance to fire damage.

Curse of Vulnerability

At level 14 Your curses now corrupt the physical body of the host making it weaker to damage coming from your next attack. You can use your reaction to cause a cursed creature to have vulnerability to your next attack. The curse effect ends on this creature as the curse is used up in the process. You can do this a number of times equal to your wisdom modifier per long rest.

Enchantress

Bestow Seduction

Starting at 3rd level when you choose this subclass your curses now alter the creature's mind, making them see you in a new light. When you first place the curse on a creature you choose to either have it be charmed by you or be frightened of your presence. This feature can be used an amount of time equal to your wisdom modifier.

Silvered Tongue

Beginning at 6th level you have learned how to channel your other worldly knowledge into your speech. Anytime you make a charisma ability check you can add your wisdom modifier to it.

Intrusive Instincts

Beginning at 10th level, you have learned to tap into the innermost thoughts and learned to alter who the creature sees as a threat. Once per short rest you can redirect an enemy attack made towards you to a creature of your choosing within 30 feet of you.

Curse of the Mind

Starting at 14th level, your curse alters the creature's spirit and mind making it prone to your control. The cursed creature makes an intelligence check to determine if these thoughts are its own or of your. You can command the creature to use its action however you see fit. The creature makes an intelligence save at the beginning of each of its turns before making any attack or movement. You can only have one of these active at a time and once a creature saves against it or the curse ends it cannot be affected by this again until it takes a long rest.

Exorcist

Boone Giver

Starting at 3rd level when you choose this subclass you have learned to channel curses not to harm others, but to enhance them instead. You can now give your allies a curse which will have an inverse effect on them. These Boones only grant an ally half the effect of the curse. For example an ally would receive a +1 from weakened attack instead of the -2 it normally inflicts.

Boone of Life

Starting at 6th level Whenever your Boone ends on your ally the gain 1d8 + wisdom modifier health back. This feature can be used an amount of time equal to your wisdom modifier. The charges come back after finishing a short rest.

Knowledge of the Forbidden

At 10th level your deep knowledge in curses and Boone have led you to gain proficiency in intelligence saving throws.

Additionally you learn to cast the remove curse at a 5th level spell slot once per long rest.

Cleansing of the Unnatural

At 14th level whenever you place a Boone on an ally you bolster them and grant them an aura of protection from harmful spirits. Allies get temporary hit points equal to half your Witch Doctor level plus wisdom modifier once the Boone is applied to them.

Voodooist

Doll of Ill Will

Starting at 3rd level when you choose this subclass you have learned to create a doll from the unnatural materials of the world that you can channel your curses through. When you use your Voodoo Doll to cast a curse on any living creature your doll appearance changes to match what the curse target appears like. Cursed targets have disadvantage on their first save against the curse or its effects.

Whisper from Beyond

At 6th level you have learned to channel the curse through your doll and onto the enemy without having to speak. When you cast a curse through your doll you can choose not to use your verbal component. .

Detriment from Beyond

Beginning at 10th level, when you place a curse on a creature you can choose to cause the creature to become blind or deaf for 1d4 turns or until the curse is ended.

Mind Altering Voodoo

At 14th level the Curses cause creature minds to shake and falter causing the creature to see double. Creatures have disadvantage on all attack rolls and in order to break out of this effect they need to make a constitution saving throw at the end of their turn. A creature must choose if they wish to break out of the curse or break this effect as they can not do both on a turn.