

Witch Doctor Homebrew



Dylan

## **Witch Doctor**

“The spirits smile upon me.”

Only a select few men and women can ascend to the hallowed role of witch doctor, for they must possess both a history of battle and a talent for communing with spirits. Witch Doctors frequently wear masks, hiding their identities. Through this, they are said to be an aspect of the spirits of the Unformed Land. The latter ability belongs solely to those born with the touch of the Unformed Land – the invisible realm where the umbaru believe the spirits of the dead dwell once they have left Multiverse behind. The Witch doctor job is to teleport the spirits to the unformed land. It never has been discovered.

The arrival of the Witch doctor is a mystery and to most of the population their existence is unknown. The only thing known is that they wear a mask to cover their face and therefore their identity. And that they are in search for spirits.

When a creature dies, Witch doctors feel what they suspect is the breath of life in its cooling body. And, when calamity or genocide sends hundreds to their graves at once, Witch doctors can sense their trembling and shrieking from beyond. The spirit is sent to the unformed land.

Witch doctors cannot cover their ears to the voices of the spirits. As the sounds of disquiet grow louder, their choice is made. They only can communicate with spirits with the same alignment and language. They must restore the Unformed Land, or spend their life floating as spirit in the unformed land. For the rest of their lives... and forever after. Without any destination.

### Quick Build

You can make a Witch doctor quickly by following these suggestions. First. Wisdom should be your highest ability score. followed by Intelligence. Second. choose the hermit background.

### Class Features

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

Hit Points

Hit Dice: 1d6 per Witch doctor level

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

Hit Points at Higher Levels: 1d6 (or 3) + your Constitution modifier per Witch doctor level after 1st

### Proficiencies

Armor: Light armor, Masks

Weapons: Clubs, daggers, darts, sickles, slings, blowguns, blowdarts.

Saving Throws: Intelligence. Wisdom

Skills: Choose two from Arcana, Animal Handling, Insight, Nature, Perception, Religion, and Survival

### Equipment

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

- (a) darts or (b) blowdarts

- (a) a voodoo doll or (b) unformed land intestines

Wooden mask, an scholar's pack, and a blowgun

## Progression Summary

<b>Level</b>	<b>Proficiency Bonus</b>	<b>Features</b>	<b>Cantrips Known</b>
1st	+2	Spellcasting, Voodoo realistic, Pick spirit	2
2nd	+2	Haunt, Spirit feature	2
3rd	+2		2
4th	+2	Ability Score Improvement Haunt Improvement	3
5th	+3		3
6th	+3	Spirit feature	3
7th	+3		3
8th	+3	Ability Score Improvement Haunt Improvement	3
9th	+4		3
10th	+4	Voodoo Fetish, Spirit feature	4
11th	+4		4
12th	+4	Ability Score Improvement	4
13th	+5		4
14th	+5	Spirit feature	4
15th	+5		4
16th	+5	Ability Score Improvement	4
17th	+6		4
18th	+6	Mass Confusion, Spirit feature	4
19th	+6	Ability Score Improvement	4
20th	+6	Ultimate Haunt	4

## Spell Slots

Level	Spells known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	3	—	—	—	—	—	—	—	—
3rd	6	4	2	—	—	—	—	—	—	—
4th	7	4	3	—	—	—	—	—	—	—
5th	8	4	3	2	—	—	—	—	—	—
6th	9	4	3	3	—	—	—	—	—	—
7th	10	4	3	3	1	—	—	—	—	—
8th	11	4	3	3	2	—	—	—	—	—
9th	12	4	3	3	3	1	—	—	—	—
10th	14	4	3	3	3	2	—	—	—	—
11th	15	4	3	3	3	2	1	—	—	—
12th	15	4	3	3	3	2	1	—	—	—
13th	16	4	3	3	3	2	1	1	—	—
14th	18	4	3	3	3	2	1	1	—	—
15th	19	4	3	3	3	2	1	1	1	—
16th	19	4	3	3	3	2	1	1	1	—
17th	20	4	3	3	3	2	1	1	1	1
18th	22	4	3	3	3	3	1	1	1	1
19th	22	4	3	3	3	3	2	1	1	1
20th	22	4	3	3	3	3	2	2	1	1

## Witch doctor

The Witch doctor his/her job is to let the spirits of the dead creatures leave. As part of their power they teleport them to the unformed land. The voodoo or intestines of the witch doctor collect these spirits to let the higher spirit create unformed land to a more formed land. There are four spirits and each spirit has their role. Fire, Cold, Poison and Nature. When the body is vanished, the spirit is gone as well. This also is the case if the body becomes undead. There is no prove that the four head spirits are working on such a world, but the witch doctor is loyal to its spirit. As the collectable spirits are there, the witch doctor can hear them. It is possible to communicate with them, it depends on the spirit and the alignment and spoken language. The secrecy of the identity of the Witch doctor is very important. The face is not allowed to be seen. It never has happened but the head spirits are very strict about that. Also you are a member of one of the four spirits. **ALL** of your cantrips and spells are from that spirit. The spirit you're from is the source of your magic power. For example you are from the poison spirit. All of your magic is based on that spirit. All other elements won't work.

## Spell casting

Drawing on the divine of the unformed land itself, you can cast spells **IF** you have a voodoo doll or intestines from the unformed land. Without this object in your hand, your magic will **NOT** work. Also if the item is in the hands of someone else but you, the magic also doesn't work. The item only works on someone who has been in contact with the head spirit. The item will be given to you by the head spirit. The unformed land item also can't change of form/shape or colour. They aren't regular material. See chapter 10 for the general rules of spellcasting and the list below for the Witch doctor spell list.

## Cantrips

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

## Spell Slots

The Witch doctor table below shows how many spell slots you have to cast your 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 *Ray of sickness* and have a 1st-level and a 2nd-level spell slot available, you can cast *Ray of sickness* using either slot.

## Spells Known of 1st Level and Higher

You know four 1st-level spells of your choice from the Witch doctor spell list below. The Spells Known column of the Witch doctor table shows when you learn more Witch doctor 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. There are also spells assigned to each spirit class. These spells will automatically be added to your known spells list. For example on the 3th level you get *Melf's acid arrow* & *Protection from poison* on the poison spirit class but you can still choose one extra spell which bring your spell list in total of 8 spells.

## Spell casting Ability

Wisdom is your spellcasting ability for your Witch doctor spells. Your magic comes from the knowledge and experience you pour into the task of the spirits. Your head spirit notices and will improve you. You earn your knowledge and power from your head spirit. 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 a Witch doctor 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

## Witch doctor Spirits

At the start of the 1st level you will choose to serve one of the head spirits. The Fire spirit, the Cold spirit, the Poison spirit and the Nature spirit. You gain feature at level 6th, 10th and 14th. **Note:** the spirit you choose is the spirit you get. For example if you choose poison you will be able to deal poison magic damage. Fire or any other damage will **NOT** work. You are able to do any other non-magical damage if it is in your power.

## Voodoo realistic

At the beginning of 1st level the voodoo in your hand can talk and will copy your alignment. If you choose the intestines instead, your mask will communicate telepathically with your intestines and you. Main topic is to return as much collectable spirits as possible. The voodoo or intestines is the portal for the collectable spirits to teleport to the unformed land.

## Haunt

At the starting of 2nd level a circle of 30ft full of spirits is haunting the creatures within. They must make a wisdom saving throw. On a failed save they must spent their action to get rid of the spirits, which cost them their turn. You can use this feature once and it can be used after finishing a long rest. The duration is 1 minute, and you need to maintain concentration.

At 4th level the radius will increase to 60 ft and at 8th level this feature can be used twice.

## 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. Or instead you can choose one feat see Chapter 6.

## Voodoo fetish

At the start of the 10th level you can influence the enemy together with either your voodoo or mask. You and your unformed material together create a big voodoo which reduce the creatures change to hit. You create a circle of 60ft and everyone in it is victim. When they make their attack they roll an

extra 1d4 of their roll to decrease their Attack roll. This ability can be used again after finishing a short rest.

### **Mass confusion**

At the start of the 18th level you can confuse creatures by summoning a lot of voodoo dolls in a circle of 60ft. To save they have to make a constitution saving throw or else to make as random movements as possible. Movement is up to the DM. This can be used once after finishing a long rest.

### **Ultimate haunt**

At the start of level 20 your haunt ability can make the enemy temporary insane. Unless the wisdom saving throw is a success the enemy is now temporary insane and must make an additional wisdom saving throw to get their sanity back.

d100	Effect (lasts as long as they fail the saving throw)
01–20	The character retreats into his or her mind and becomes Paralyzed. The effect ends if the character takes any damage.
21–30	The character becomes Incapacitated and spends the Duration screaming, laughing, or weeping.
31–40	The character becomes Frightened and must use his or her action and Movement each round to flee from the source of the fear.
41–50	The character begins babbling and is incapable of normal Speech.
51–60	The character must use his or her action each round to Attack the nearest creature.
61–70	The character experiences vivid hallucinations and has disadvantage on perception and investigation Ability Checks.
71–75	The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
76–80	The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.
81–90	The character is Stunned.
91–100	The character is in love with itself.



# Spirit fire

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Witch doctor Lvl	Spirit Spells
3rd	Aganazzar's scorcher, flaming sphere
5th	Fireball, Melf's minute meteors
7th	Elemental fire bane, Fire mask (shield)
9th	Conjure fire elemental, Immolation

## Color of fire

On the 2nd level you can change the colour of the fire in any colour you like.

## Fire shifter

At the 6th level you can step into a fire and teleport from every other place in that fire. You can only teleport from 1 place in the fire to another. The range of the teleport is 90 ft **Note:** if you haven't have resistance or immunity by what spell or item whatsoever, you get 1d8 fire damage.

## Friendly fire

At 10<sup>th</sup> level, none of your created fire damages you anymore. Fire damage on friendlies is however doubled.

## Fire Mastery

At 14th level you can choose one 1st level spell that you can cast without spell slots as long as they deal fire damage. These spells can only be cast without use of a spell slot if used as a first level spell respectively.

## Full Inferno

At 18th level you can summon a fire whip for one turn which allows you to sweep a full circle of 45 ft. To dodge you make an perception check to make sure you see it coming. And then an acrobatics or athletics check to see if you can dodge the attack. If the first or second one fails, you take 10 d6 fire damage. Can only be used by daylight and once per long rest.

# Spirit cold

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Witch doctor Lvl	Spirit Spells
3rd	Ice barkskin, Snilloc's snowball swarm
5th	Hunger of hadar (full cold), sleet storm
7th	Cold mask (fire shield), Ice storm
9th	Cone of cold, Hold monster

## Cold summer

At the start of the 2nd level there is a temperature drop of 5 ° c in a radius of 120ft. Without resistance of cold your movement decreases by 5 ft. Fire in the area let this effect vanish.

## Ice rink

At the 6th level you can create a floor of ice by 60 ft. This will last an hour and then vanish. Only with spells like walk on ice, you have advantage to walk on this particular difficult terrain. You can use this feature once per long rest.

## Shrink metal

At the start of the 10th level you can shrink an armor that is made of metal. You need to touch the armor. Once you have done this the ac of the creature will drop 3 AC, and its movement speed decreases by 5 ft. You can use this once per long rest. **Note:** this will not work if the creature has a fire armor or spell which heats the armor.

## Ice enlarger

At the 14th level you can create an exact similar ice attack in the same turn. This is all ice spells that are level 6 or lower and it doesn't cost a slot spell. The damage you do with the second attack is halved and must also hit or let the opponent make another saving throw. This feature can be used once per long rest. At 18th level you can use this feature twice per long rest.

# Spirit poison

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Witch doctor Lvl	Spirit Spells
3rd	Melf's acid arrow, Protection from poison
5th	Gaseous form, Stinking cloud
7th	Conjure poison elemental, Hallucinatory terrain
9th	Bigby's Voodoo (hand), Cloud kill

## Adding the poison

*At the start of second level your poison spirit grants you a special poison vial. The poison in this vial does not expire, nor can it be opened by one who the spirit does not agree of.* The antitoxin and Tools Poisoner's kit are included. A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. You gain proficiency with the Poisoner's kit, and can add your proficiency bonus to all checks you make regarding the kit.

Applying the poison takes an bonus action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying. You can use this vial to poison 10 darts, then it is empty and must be refilled.

## Improving the poison

Starting 6th level the damage of 1d4 poison from the vial improves to 1d8. A creature hit by the poisoned weapon or ammunition must make a DC 12 Constitution saving throw. You also learn to extract poison from the bloodstream of killed enemies.

## Various of poison

At the 10th level you gain another vial of poison which allows you to poison up to 20 darts. Both vials together cost also a short rest to refill, creating poison is a relaxing activity for you, you can spend hit die while creating poisons. It cost extra plants to refill both. If a creature fails the first saving throw, the poison's effect will be continuous for 1 minute. A successful save negates the effect for the first round, after which the target must make a new saving throw. Your proficiency bonus with the poisoners kit is doubled.

## Poison overdose

At the 14th level **ALL** characters getting poison damage have to make the saving throw constitution on 15. You can force an enemy to make this saving throw with disadvantage This feature can be used once per long rest. At level 18, you can use this feature twice per long rest.

# Spirit nature

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<u>Witch doctor Lvl</u>	<u>Spirit Spells</u>
<u>3rd</u>	Beast sense, Maximilian's earthen grasp
<u>5th</u>	Conjure animals, Erupting earth
<u>7th</u>	Dominate beast, Grasping vine
<u>9th</u>	Control winds, Insect plague

**Note:** The spells of the witch doctor to summon creatures is also linked to the list below and the level of the witch doctor determined the section you can choose from.

## Witch doctor's Companion

At 1st level, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. Choose a companion from the list below of the level 1 section. Its hit point maximum increases with your Witch doctor level, 1 HP per with doctor level. The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. If the beast dies, you can obtain another one by spending 1 hour magically meditating to the unformed lands. The DM does that roll for you. The level you are represent the category your beast is from. For example, you are level 4, that means you are in the category of level 2 companions. The level 2, 6, 10, 14 and 18 will be randomly assigned. At level 1 you get to choose. The spirit of the beast will be vanished and another beast appears. There is no choice, you will get one assigned by the spirit. Any creature you form a bond with, automatically gains an intelligence of 5 (unless it is already higher).

## Improve animal

At 2nd level you can do two things. You can sacrifice your companion and roll for another of the level 2 section. Sacrifice is your decision and you roll. It cost an hour to regain your companion.

Or you can level your companion along. His/her/it HP, attack and many other will improve. **Note:** at the progression companion summary you can see what happens if your level 1 companion grows stronger. This option will be available at level 6, 10, 14 and 18. This option is only available to the companions from the level 1 section. If it dies you can always choose the level 1 section companions which you can improve once you level up. **Note:** if you choose a level 1 companion at level 7, you can't level it to your level. Only if you level up to 8 your copanion will be level 2. And so on until you are both at the same level. Or get one randomly assigned by section fitting your level by the DM.

### Growth animal

Beginning at 6th level, your companion can be sacrificed to a stronger animal. The spirit of your creature will be sent to the unformed land. You could also level your current creature. The progression companion summary below shows you what happens.

### Bestial Fury

Starting at 10th level, your non-level 1 beast companion can make two attacks when you command it to use the Attack action. You also can improve your companion or sacrifice it for another one. See previous standards to see the the working of it.

### Share Spells

Beginning at 14th level, when you cast a spell targeting yourself, you can also affect your beast companion with the spell if the beast is within 30 feet of you. You also can improve your companion or sacrifice it for another one. See previous standards for the working of it.

### Final Form

At the 18th level can you improve or sacrifice you companion to the highest power. See previous standards for the working of it.

# Cantrips & Spells

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## Spells Spirit fire

<p>Cantrips</p> <ul style="list-style-type: none"> <li>- Control Flames</li> <li>- Create bonfire</li> <li>- Firebolt</li> <li>- Mage hand</li> <li>- Magic stone</li> <li>- Minor illusion</li> <li>- Produce flame</li> <li>- Sacred flame</li> <li>- Thaumaturgy</li> <li>- Thorn whip</li> </ul>	<p>Level 1 spells</p> <ul style="list-style-type: none"> <li>- Burning hands</li> <li>- Catapult</li> <li>- Chromatic fire orb</li> <li>- Comprehend languages</li> <li>- Detect evil and good</li> <li>- Detect magic</li> <li>- Dissonant whispers</li> <li>- Faerie fire</li> <li>- Hellish rebuke</li> <li>- Hex</li> <li>- Magic missile</li> <li>- Searing smite</li> </ul>
<p>Level 2 spells</p> <ul style="list-style-type: none"> <li>- Aganazzar's scorcher</li> <li>- Blindness/deafness</li> <li>- Blur</li> <li>- Continual flame</li> <li>- Crown of madness</li> <li>- Flame blade</li> <li>- Flaming sphere</li> <li>- Heat metal</li> <li>- Misty step</li> <li>- Moonbeam</li> <li>- Phantasmal force</li> <li>- Pyrotechnics</li> <li>- Scorching ray</li> <li>- Spider climb</li> <li>- Warding wind</li> </ul>	<p>Level 3 spells</p> <ul style="list-style-type: none"> <li>- Bestow curse</li> <li>- Conjure barrage</li> <li>- Elemental fire weapon</li> <li>- Fear</li> <li>- Fireball</li> <li>- Flame arrows</li> <li>- Lava walk</li> <li>- Major image</li> <li>- Melf's minute meteors</li> <li>- Protect from fire energy</li> <li>- Slow</li> <li>- Spirit guardians</li> </ul>
<p>Level 4 spells</p> <ul style="list-style-type: none"> <li>- Blight</li> <li>- Compulsion</li> <li>- Confusion</li> <li>- Conjure fire elemental</li> <li>- Divination</li> <li>- Elemental fire bane</li> <li>- Fire mask (shield)</li> <li>- Grasping vine</li> <li>- Hallucinatory terrain</li> <li>- Mordenkainen's faithful hound</li> <li>- Phantasmal killer</li> <li>- Wall of fire</li> </ul>	<p>Level 5 spells</p> <ul style="list-style-type: none"> <li>- Bigby's Voodoo (hand)</li> <li>- Conjure fire elemental</li> <li>- Conjure volley</li> <li>- Contagion</li> <li>- Flame strike</li> <li>- Hold monster</li> <li>- Immolation</li> <li>- Mislead</li> <li>- Rary's telepathic bond</li> <li>- Reincarnate</li> </ul>
<p>Level 6 spells</p> <ul style="list-style-type: none"> <li>- Bones of the earth</li> <li>- Eyebite</li> <li>- Guards and wards</li> </ul>	<p>Level 7 spells</p> <ul style="list-style-type: none"> <li>- Delayed blastfireball</li> <li>- Firestorm</li> <li>- Forcecage</li> </ul>

<ul style="list-style-type: none"> <li>- Investiture of flame</li> <li>- Otto's irresistible dance</li> <li>- Sunbeam</li> <li>- Wall of thorns</li> </ul>	<ul style="list-style-type: none"> <li>- Mirage arcane</li> <li>- Prismatic spray fire</li> <li>- Reverse gravity</li> <li>- Simulacrum fire</li> <li>- Symbol</li> </ul>
<p>Level 8 spells</p> <ul style="list-style-type: none"> <li>- Antipathy/sympathy</li> <li>- Control weather</li> <li>- Feeblemind</li> <li>- Incendiary cloud</li> <li>- Power word stun voodoo</li> <li>- Sunburst</li> </ul>	<p>Level 9 spells</p> <ul style="list-style-type: none"> <li>- Imprisonment</li> <li>- Meteor swarm</li> <li>- Prismatic fire wall</li> <li>- Time stop</li> <li>- Weird</li> </ul>

Spells Spirit cold

<p>Cantrips</p> <ul style="list-style-type: none"> <li>- Chill tough</li> <li>- Frostbite</li> <li>- Mage hand</li> <li>- Magic stone</li> <li>- Minor illusion</li> <li>- Ray of frost</li> <li>- Thaumaturgy</li> <li>- Thorn whip</li> </ul>	<p>Level 1 spells</p> <ul style="list-style-type: none"> <li>- Armor of agathys</li> <li>- Catapult</li> <li>- Chromatic cold orb</li> <li>- Comprehend languages</li> <li>- Detect evil and good</li> <li>- Detect magic</li> <li>- Dissonant whispers</li> <li>- Ice knife</li> <li>- Magic missile</li> <li>- Icewave (thunderwave)</li> </ul>
<p>Level 2 spells</p> <ul style="list-style-type: none"> <li>- Blindness/deafness</li> <li>- Blur</li> <li>- Crown of madness</li> <li>- Misty step</li> <li>- Ice barkskin</li> <li>- Phantasmal force</li> <li>- Snilloc's snowball swarm</li> <li>- Spider climb</li> </ul>	<p>Level 3 spells</p> <ul style="list-style-type: none"> <li>- Bestow curse</li> <li>- Conjure barrage</li> <li>- Elemental cold weapon</li> <li>- Fear</li> <li>- Hunger of hadar (full cold)</li> <li>- Major image</li> <li>- Protection from cold energy</li> <li>- Sleet storm</li> <li>- Slow</li> <li>- Spirit guardians</li> <li>- Wall of ice</li> <li>- Walk on ice</li> </ul>
<p>Level 4 spells</p> <ul style="list-style-type: none"> <li>- Blight</li> <li>- Compulsion</li> <li>- Confusion</li> <li>- Conjure cold elemental</li> <li>- Divination</li> <li>- Elemental cold bane</li> <li>- Cold mask (fire shield)</li> <li>- Grasping vine</li> <li>- Hallucinatory terrain</li> <li>- Ice storm</li> <li>- Mordenkainen's faithful hound</li> <li>- Phantasmal killer</li> </ul>	<p>Level 5 spells</p> <ul style="list-style-type: none"> <li>- Bigby's Voodoo (hand)</li> <li>- Cone of cold</li> <li>- Conjure volley</li> <li>- Contagion</li> <li>- Hold monster</li> <li>- Mislend</li> <li>- Rary's telepathic bond</li> <li>- Reincarnate</li> </ul>
<p>Level 6 spells</p> <ul style="list-style-type: none"> <li>- Bones of the earth</li> <li>- Eyebite</li> <li>- Guards and wards</li> <li>- Investiture of ice</li> <li>- Otiluke's freezing sphere</li> <li>- Otto's irresistible dance</li> <li>- Wall of ice</li> <li>- Wall of thorns</li> </ul>	<p>Level 7 spells</p> <ul style="list-style-type: none"> <li>- Forcecage</li> <li>- Mirage arcane</li> <li>- Prismatic spray cold</li> <li>- Reverse gravity</li> <li>- Simulacrum cold</li> <li>- Symbol</li> </ul>
<p>Level 8 spells</p> <ul style="list-style-type: none"> <li>- Antipathy/sympathy</li> <li>- Control weather</li> <li>- Feeblemind</li> </ul>	<p>Level 9 spells</p> <ul style="list-style-type: none"> <li>- Imprisonment</li> <li>- Blizzard swarm (meteor)</li> <li>- Prismatic cold wall</li> </ul>



- Incediary ice cloud - Power word stun voodoo	- Time stop - Weird
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Spells Spirit poison

<p>Cantrips</p> <ul style="list-style-type: none"> <li>- Acid splash</li> <li>- Mage hand</li> <li>- Magic stone</li> <li>- Minor illusion</li> <li>- Poison spray</li> <li>- Thaumaturgy</li> <li>- Thorn whip</li> </ul>	<p>Level 1 spells</p> <ul style="list-style-type: none"> <li>- Catapult</li> <li>- Chromatic poison orb</li> <li>- Comprehend languages</li> <li>- Detect evil and good</li> <li>- Detect magic</li> <li>- Detect poison and disease</li> <li>- Dissonant whispers</li> <li>- Fog cloud</li> <li>- Magic missile</li> <li>- Purify food and drink</li> <li>- Ray of sickness</li> </ul>
<p>Level 2 spells</p> <ul style="list-style-type: none"> <li>- Blindness/deafness</li> <li>- Blur</li> <li>- Cordon of arrows</li> <li>- Crown of madness</li> <li>- Melf's acid arrow</li> <li>- Misty step</li> <li>- Phantasmal force</li> <li>- Protection from poison</li> <li>- Spider climb</li> </ul>	<p>Level 3 spells</p> <ul style="list-style-type: none"> <li>- Bestow curse</li> <li>- Conjure barrage</li> <li>- Fear</li> <li>- Gaseous form</li> <li>- Major image</li> <li>- Slow</li> <li>- Spirit guardians</li> <li>- Stinking cloud</li> </ul>
<p>Level 4 spells</p> <ul style="list-style-type: none"> <li>- Blight</li> <li>- Compulsion</li> <li>- Confusion</li> <li>- Conjure poison elemental</li> <li>- Divination</li> <li>- Grasping vine</li> <li>- Hallucinatory terrain</li> <li>- Mordenkainen's faithful hound</li> <li>- Phantasmal killer</li> </ul>	<p>Level 5 spells</p> <ul style="list-style-type: none"> <li>- Bigby's Voodoo (hand)</li> <li>- Cloud kill</li> <li>- Conjure volley</li> <li>- Contagion</li> <li>- Hold monster</li> <li>- Misdread</li> <li>- Rary's telepathic bond</li> <li>- Reincarnate</li> </ul>
<p>Level 6 spells</p> <ul style="list-style-type: none"> <li>- Bones of the earth</li> <li>- Eyebite</li> <li>- Guards and wards</li> <li>- Otto's irresistible dance</li> <li>- Wall of thorns</li> </ul>	<p>Level 7 spells</p> <ul style="list-style-type: none"> <li>- Forcecage</li> <li>- Mirage arcane</li> <li>- Prismatic spray poison</li> <li>- Reverse gravity</li> <li>- Simulacrum poison</li> <li>- Symbol</li> </ul>
<p>Level 8 spells</p> <ul style="list-style-type: none"> <li>- Antipathy/sympathy</li> <li>- Control weather</li> <li>- Feeblemind</li> <li>- Poison tsunami</li> <li>- Power word stun voodoo</li> </ul>	<p>Level 9 spells</p> <ul style="list-style-type: none"> <li>- Imprisonment</li> <li>- Prismatic poison wall</li> <li>- Storm of poison vengeance</li> <li>- Time stop</li> <li>- Weird</li> </ul>

Spells Spirit nature

<p>Cantrips</p> <ul style="list-style-type: none"> <li>- Druidcraft</li> <li>- Gust</li> <li>- Mage hand</li> <li>- Magic stone</li> <li>- Minor illusion</li> <li>- Mold earth</li> <li>- Shillelagh</li> <li>- Thaumaturgy</li> <li>- Thorn whip</li> </ul>	<p>Level 1 spells</p> <ul style="list-style-type: none"> <li>- Animal friendship</li> <li>- Beast bond</li> <li>- Catapult</li> <li>- Comprehend languages</li> <li>- Detect evil and good</li> <li>- Detect magic</li> <li>- Dissonant whispers</li> <li>- Earth tremor</li> <li>- Entangle</li> <li>- Find familiar</li> <li>- Hex</li> <li>- Magic missile</li> <li>- Speak with animals</li> </ul>
<p>Level 2 spells</p> <ul style="list-style-type: none"> <li>- Animal messenger</li> <li>- Beast sense</li> <li>- Blindness/deafness</li> <li>- Blur</li> <li>- Crown of madness</li> <li>- Earthbind</li> <li>- Find steed</li> <li>- Gust of wind</li> <li>- Locate animals or plants</li> <li>- Maximilian's earthen grasp</li> <li>- Misty step</li> <li>- Phantasmal force</li> <li>- Spider climb</li> <li>- Spike growth</li> </ul>	<p>Level 3 spells</p> <ul style="list-style-type: none"> <li>- Bestow curse</li> <li>- Conjure animals</li> <li>- Conjure barrage</li> <li>- Erupting earth</li> <li>- Fear</li> <li>- Major image</li> <li>- Phantom steed</li> <li>- Plant growth</li> <li>- Slow</li> <li>- Speak with plants</li> <li>- Spirit guardians</li> </ul>
<p>Level 4 spells</p> <ul style="list-style-type: none"> <li>- Compulsion</li> <li>- Confusion</li> <li>- Conjure woodland beings</li> <li>- Divination</li> <li>- Dominate beast</li> <li>- Giant insect</li> <li>- Grasping vine</li> <li>- Hallucinatory terrain</li> <li>- Mordenkainen's faithful hound</li> <li>- Phantasmal killer</li> <li>- Polymorph</li> </ul>	<p>Level 5 spells</p> <ul style="list-style-type: none"> <li>- Bigby's Voodoo (hand)</li> <li>- Conjure earth elemental</li> <li>- Conjure volley</li> <li>- Contagion</li> <li>- Control winds</li> <li>- Hold monster</li> <li>- Insect plague</li> <li>- Misdread</li> <li>- Rary's telepathic bond</li> <li>- Reincarnate</li> <li>- Tree stride</li> </ul>
<p>Level 6 spells</p> <ul style="list-style-type: none"> <li>- Bones of the earth</li> <li>- Conjure fey</li> <li>- Eyebite</li> <li>- Guards and wards</li> <li>- Otto's irresistible dance</li> <li>- Transport via plants</li> <li>- Wall of thorns</li> </ul>	<p>Level 7 spells</p> <ul style="list-style-type: none"> <li>- Forcecage</li> <li>- Mirage arcane</li> <li>- Reverse gravity</li> <li>- Simulacrum nature</li> <li>- Symbol</li> <li>- Whirlwind</li> </ul>
<p>Level 8 spells</p>	<p>Level 9 spells</p>

<ul style="list-style-type: none"><li>- Animal shapes</li><li>- Antipathy/sympathy</li><li>- Control weather</li><li>- Dominate monster</li><li>- Feeblemind</li><li>- Power word stun voodoo</li></ul>	<ul style="list-style-type: none"><li>- Imprisonment</li><li>- Meteor earth swarm</li><li>- Shapechange</li><li>- Time stop</li><li>- Weird</li></ul>
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# Companion Nature Witch doctor by lvl

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All companions sorted by level Witch doctor	
Level	Monster
1	<ul style="list-style-type: none"> <li>- Crawling claw</li> <li>- Badger</li> <li>- Bat</li> <li>- Frog</li> <li>- Giant fire beetle</li> <li>- Lizard</li> <li>- Poisonous snake</li> <li>- Rat</li> <li>- Raven</li> <li>- Scorpion</li> <li>- Spider</li> <li>- Shrieker</li> <li>- Vulture</li> </ul>
2	<ol style="list-style-type: none"> <li>1. Homungulus</li> <li>2. Stirge</li> <li>3. Twig blight</li> <li>4. Manes</li> <li>5. Awaken shrub</li> <li>6. Blood hawk</li> <li>7. Giant rat</li> <li>8. Violet fungus</li> <li>9. Hyena</li> <li>10. (Roll Again)</li> </ol>
6	<ol style="list-style-type: none"> <li>1. Slaad tadpole</li> <li><b>2. Cockatrice</b></li> <li>3. Darkmantle</li> <li>4. Dretch</li> <li>5. Flumph</li> <li>6. Goblin</li> <li>7. Myconid sprout</li> <li>8. Aarakocra</li> <li>9. Needle blight</li> <li>10. Bullywug</li> <li>11. Groll</li> <li>12. Giant centipede</li> <li>13. Giant frog</li> <li>14. Giant poisonous snake</li> <li>15. Giant wasp</li> <li>16. Swarm of bats</li> <li>17. Swarm of rats</li> <li>18. Swarm of ravens</li> <li>19. Wolf</li> <li>20. (Roll Again)</li> </ol>
10	<ol style="list-style-type: none"> <li>1. Goblin boss</li> <li>2. Dust mephit</li> <li>3. Mud mephit</li> </ol>

	<ol style="list-style-type: none"> <li>4. (Roll Again)</li> <li>5. Vine blight</li> <li>6. Dryad</li> <li>7. Lizardfolk</li> <li>8. (Roll Again)</li> <li>9. Myconid adult</li> <li>10. Troglodyte</li> <li>11. Giant badger</li> <li>12. (Roll Again)</li> <li>13. Giant bat</li> <li>14. Giant wolf spider</li> <li>15. Swarm of insects</li> <li>16. (Roll Again)</li> <li>17. Constrictor snake</li> <li>18. Giant lizard</li> <li>19. Giant vulture</li> <li>20. (Roll Again)</li> </ol>
14	<ol style="list-style-type: none"> <li>1. Doppelganger</li> <li>2. Ettercap</li> <li>3. Gibbering moulder</li> <li>4. Gnoll pack lord</li> <li>5. Grick</li> <li>6. Wererat</li> <li>7. Quaggoth spore servant</li> <li>8. Piercer</li> <li>9. Rust monster</li> <li>10. Scarecrow</li> <li>11. thri kreen</li> <li>12. Swarm of poisonous snakes</li> <li>13. Ankheg</li> <li>14. Gas spore</li> <li>15. Giant hyena</li> <li>16. Giant spider</li> <li>17. Giant toad</li> <li>18. Rhinoceros</li> <li>19. Worg</li> <li>20. (Roll Again)</li> </ol>
18	<ol style="list-style-type: none"> <li>1. Quasit</li> <li>2. Imp</li> <li>3. Basilisk</li> <li>4. Spectator</li> <li>5. Grell</li> <li>6. Green hag</li> <li>7. Harpy</li> <li>8. Hell hound</li> <li>9. Lizardfolk shaman</li> <li>10. Werewolf</li> <li>11. Myconid sovereign</li> <li>12. Nothic</li> <li>13. Peryton</li> <li>14. Yuan-ti pureblood</li> </ol>

	<ul style="list-style-type: none"><li>15. Carrion crawler</li><li>16. Hook horror</li><li>17. Manticore</li><li>18. Dire wolf</li><li>19. Giant scorpion</li><li>20. Phase spider</li></ul>
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# Progression Companion Summary

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Level	Improvement
1st	Picking a level 1 Companion (Hit die 1d4)
2nd	<ul style="list-style-type: none"> <li>- Your tiny Companion becomes small sized (larger sizes stay the same)</li> <li>- HP increases by 2d6 + Constitution mod (min of +1) (except shrieker) (Hit die: 2d6)</li> <li>- All attacks improve to 1d8 damage (except from poisonous snake, scorpion and spider. <b>Note:</b> non attacking companions contain this attack)</li> <li>- AC of the creature improves by 1</li> </ul>
6 <sup>th</sup>	<ul style="list-style-type: none"> <li>- HP increases by 4d6 + Constitution mod (min of +1) (Hit die: 3d8)</li> <li>- Change to hit increases by +1</li> <li>- Every save another creature must make against your Companion increases by 1</li> </ul>
10 <sup>th</sup>	<ul style="list-style-type: none"> <li>- Your small Companion becomes medium sized (larger sizes stay the same)</li> <li>- Strength score increases by +2, Constitution increases by +1</li> <li>- Dexterity decreases by -1</li> <li>- HP increases by 3 d10 + Constitution mod (min of +1) (Hit die: 3d10)</li> <li>- Your companion learned another attack bite or claw which hit 1d8</li> <li>- Also your companion can now attack twice per turn, but not the same attack twice in a row</li> <li>- AC increases by +2</li> </ul>
14 <sup>th</sup>	<ul style="list-style-type: none"> <li>- Every save another creature must make against your Companion increases by 2</li> <li>- HP increases by 2d12 + Constitution mod (min of +1) (Hit die: 4d12)</li> <li>- Change to hit increases by +2</li> <li>- Your creature gains two more traits.</li> </ul>
18th	<ul style="list-style-type: none"> <li>- Your medium Companion becomes large sized (larger sizes stay the same)</li> <li>- Strength score increases by +2, Constitution increases by +2</li> <li>- HP increases by 1d20 + Constitution mod (min of +1) (Hit die: 5d12)</li> <li>- Also your companion can now attack three times per turn</li> <li>- Your companion AC increases by +3</li> </ul>



# Companion Witch doctor by size

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Size categories		
Size	Space	Witch doctor companion
Tiny	2,5 by 2,5 ft	Crawling claw, Quasit, Imp, Homungulus, Slaad tadpole, Stirge, Badger, Bat, Frog, Lizard, poisonous snake, Rat, Raven, scorpion, Spider,
Small	5 by 5 ft	Twig blight, <b>Cockatrice (favourite)</b> , Darkmantle, Dretch, Manes, Flumph, Goblin, Goblin boss, Dust mephit, Mud mephit, Myconid sprout, awaken shrub, Blood hawk, Giant fire beetle, Giant rat,
Medium	5 by 5 ft	Aarakocra, Basilisk, Spectator, Needle blight, Vine blight, Bullywug, Doppelganger, Dryad, Ettercap, Shrieker, Violet fungus, Gibbering moulder, Gnoll, Gnoll pack lord, Grell, Grick, Green hag, Harpy, Hell hound, Lizardfolk, Lizardfolk shaman, Wererat, Werewolf, Mimic, Quaggoth spore servant, Myconid adult, Myconid sovereign, Nothic, Peryton, Piercer, Rust monster, Scarecrow, thri kreen, Troglodyte, Yuan-ti pureblood, Giant badger, Giant bat, Giant centipede, Giant frog, Giant poisonous snake, Giant wasp, Giant wolf spider, Hyena, Swarm of bats, Swarm of insects, Swarm of poisonous snakes, Swarm of rats, Swarm of ravens, Vulture, Wolf,
Large	10 by 10 ft	Rug of smothering, Ankheg, Carrion crawler, Gas spore, Hook horror, Manticore, Constrictor snake, Dire wolf, Giant hyena, Giant lizard, Giant scorpion, Giant spider, Giant toad, Giant Vulture, Phase spider, Rhinoceros, Worg,