



Special Edition Witch Hunter Class
For D&D 5th Edition

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WITCH HUNTER

In a landscape tormented by all manner of beasts, devils, and abominations from beyond the veil, most live in fear of the dark, of superstition, and of the unknown. Some grow hardened by this experience, instead choosing to stand up and fight against the tide of shadow. These folk are called 'heroes'.

Some, however, are so fanatical and bent on destroying the anethema that plagues the countryside that they embrace dark, forbidden knowledge. They so obsessively research forgotten magics and dangerous, experimental alchemy to become the perfect hunter that their humanity is often called into question. These folk are called 'Witch Hunters'.

BECOME THE ENEMY TO UNDERSTAND THE ENEMY

Witch hunters have chosen to merge the martial pursuit of deadly weapon play with elements of wicked sorcery and blood magic to create impressively effective combat techniques. Their deep knowledge and understanding of unnatural creatures allows them an advantage in tracking, hunting, and destroying even the most resilient of abhorrent fiends. Some brew crude, poisonous alchemical tonics from the harvested organs of felled monsters, mutating their bodies to be more in tune with the senses of their prey, and sometimes take on their attributes to even the odds. Others go further, reaching out and making a pact with lesser dark entities in hopes of using their grim gifts against greater evils. Many witch hunters push too far for their goals, falling to their own hubris and becoming the monsters they've chosen to hunt. This is the greatest fear of a witch hunter, and of the societies at large that shun them.

ALMOST AS FEARED AS THEIR PREY

The nature of their abilities and training has bred many rumors across the lands, some of which aren't too far from the truth. Common folk consider them cursed, often turning them away at the door. Nobles see them as occasionally convenient, but a generally reviled nuisance. Mages find them useful allies if kept at arm's length, while pious clerics and paladins keep their distance with a watchful eye. To be a witch hunter is to accept a life of solitude until proven trustworthy and dependable.



The Witch Hunter

Level	Proficiency Bonus	Blood Rite Damage Die	Features
1st	+2	----	Hunter's Bane
2nd	+2	1d4	Blood Rite
3rd	+2	1d4	Witch Hunter Order
4th	+2	1d4	Ability Score Improvement
5th	+3	1d6	Extra Attack
6th	+3	1d6	Rune of Binding, Primal Rite
7th	+3	1d6	Witch Hunter Order feature
8th	+3	1d6	Ability Score Improvement
9th	+4	1d8	Primal Rite
10th	+4	1d8	Witch Hunter Order feature
11th	+4	1d8	Dark Velocity
12th	+4	1d8	Ability Score Improvement
13th	+5	1d10	Esoteric Rite
14th	+5	1d10	Hardened Soul
15th	+5	1d10	Witch Hunter Order feature
16th	+5	1d10	Ability Score Improvement
17th	+6	1d10	Enduring Form
18th	+6	1d12	Witch Hunter Order feature
19th	+6	1d12	Ability Score Improvement
20th	+6	1d12	Sanguine Mastery

CREATING A WITCH HUNTER

As you create your witch hunter, keep in mind how your character relates to society and why they have taken to a life of monster hunting. Do they wish to protect society and as such have paid the ultimate price? Do they have a family they wish to protect at all costs? Did they make a mistake that cost them greatly, and they wish to make amends for their folly? Or are they bent on vengeance for some past wound or loss that drove them to choose this dark warrior's path?

While a witch hunter begins their journey alone, they also acknowledge the strength in numbers and the benefits of trusted companions. Many witch hunters keep allies to both ensure that they succeed at their hunts, and to keep a watchful eye to prevent them from losing touch with their humanity. A witch hunter without conviction is lost, and often an honest friend is enough to keep them from straying.

QUICK BUILD

You can make a Witch Hunter quickly by following these suggestions. First, make Strength or

Dexterity your highest ability score, depending on whether you want to focus on melee weapons or ranged (or finesse) weapons. Make Wisdom your next highest if you plan to focus on mystical power by following the Order of the Profane Soul or Ghostslayer. Choose a higher Constitution instead if you wish to toy with mutagens via the Order of the Mutant or use Blood Rite on multiple weapons.

CLASS FEATURES

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

HIT POINTS

Hit Dice: 1d8 per witch hunter level

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

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

PROFICIENCIES

Armor: Light Armor, Medium Armor

Weapons: Simple Weapons, Martial Weapons

Tools: Alchemist's supplies

Saving Throws: Strength, Wisdom

Skills: Choose two from Athletics, Acrobatics, Arcana, History, Insight, and Perception.

EQUIPMENT

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

- (a) a martial weapon or (b) two simple weapons
- (a) a light crossbow or (b) hand crossbow
- (a) studded leather armor or (b) scale mail armor
- an explorer's pack

HUNTER'S BANE

Beginning at 1st level, you have survived the imbibing of the Hunter's Bane, a poisonous alchemical concoction that forever binds you to the darkness, honing your senses against it.

You have advantage on Wisdom (Survival) checks to track Fey, Fiends, and Undead, as well as on Intelligence checks to recall information about them.

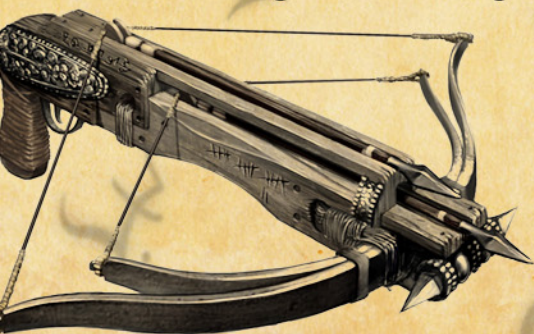
Upon reaching 6th level, you gain advantage on Wisdom (Insight) checks and Wisdom saving throws to see past the deceptions and illusions of Fey, Fiends, and Undead.

BLOOD RITE

At 2nd level, you learn to invoke a rite of blood magic within your weapon at the cost of your own vitality. Choose one rite from the Primal Rites list below. You cannot change this choice.

As a bonus action, you can wound yourself and smear a single weapon you hold with your own blood, temporarily reducing your maximum hit points a number equal to your character level. These lost hit points return after your next long rest, and cannot be restored otherwise.

Until your next long rest, that weapon flares with elemental energy, granting you a +1 bonus to attack rolls made with it. Attacks from the weapon are considered magical, and it deals an additional 1d4 elemental damage. This die changes as you gain



Art by Akimog

witch hunter levels, as shown in the Blood Rite damage die column of the witch hunter table. These benefits are cumulative with weapon enchantments, and fade should anyone but you attempt to use the weapon. Blood Rite can be used on multiple weapons, costing additional hit point loss. If used on a weapon already given an active Blood Rite, the old rite immediately fades as the new one takes effect. Rite weapons can be sheathed safely without fading.

You gain access to an additional Primal Rite at 6th level and 9th level. You can choose to learn one Esoteric Rite from the list below at 13th level.

PRIMAL RITES

Choose from the following:

Rite of the Flame – Your Blood Rite damage is Fire type.

Rite of the Frozen – Your Blood Rite damage is Cold type.

Rite of the Storm – Your Blood Rite damage is Lightning type.

Rite of the Ruined – Your Blood Rite damage is Acid type.

ESOTERIC RITES

Choose from the following:

Rite of the Roar – Your Blood Rite damage is Thunder type.

Rite of the Aether – Your Blood Rite damage is Force type.

Rite of the Dead – Your Blood Rite damage is Necrotic type.

WITCH HUNTER ORDER

At 3rd level, you commit to an order of witch hunting focus. Choose Order of the Mutant, Order of the Ghostslayer, or Order of the Profane Soul, all detailed at the end of the class description. The order you choose grants you features at 3rd level, and again at 7th, 10th, 15th, and 18th level.

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.

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RUNE OF BINDING

At 6th level, you've learned forgotten fractal magics, binding enemies where they stand. As a Bonus action, you can attempt to bind an enemy no more than one size larger than you within 25 ft. The target must succeed on a Strength or Dexterity saving throw (its choice) or become restrained (DC equal to 8 + your proficiency bonus + your Wisdom modifier).

While restrained by the rune, the creature repeats the saving throw at the end of each of its turns. It can also repeat the saving throw each time it takes damage. On a success, the rune breaks and it frees itself. You can release the target whenever you like (no action required). You can only have 1 active Rune of Binding up at any given time.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

DARK VELOCITY

Upon reaching 11th level, you use the shadows around you to better navigate the battlefield unharmed. All Attacks of Opportunity made against you have disadvantage.

HARDENED SOUL

When you reach 14th level, your brushes with the realm's unholy terrors have reinforced your will. You can no longer become Frightened, and you have advantage on saving throws against magical Charm effects.

ENDURING FORM

At 17th level, your exposure to forbidden magics and the essence of death itself has halted your mortal clock. You no longer age naturally, making you essentially immortal to the ravages of time. Magical effects can still age you. Damage and death effects can still kill you per normal.

SANGUINE MASTERY

Upon becoming 20th level, you've become so

attuned to your weapons that your Blood Rite requires a lesser sacrifice to power the sanguine magic. Whenever you use your Blood Rite ability, you take damage equal to your character level *instead* of lowering your maximum hit points by that amount.

WITCH HUNTER ORDERS

There are a handful of secretive orders of witch hunters that guard their cryptic techniques and blasphemous rituals. One must adhere to one of these orders to even be granted access to the Hunter's Bane rite that starts their journey, and only once they've proven their ability will the secrets of the order begin to be revealed. Some even wait until they reach 3rd level before they are sure they want to continue down this cursed path. Either or, it's within these small, enigmatic sects that the real power of a Witch Hunter is learned.

ORDER OF THE GHOSTSLAYER

The Order of the Ghostslayer is the oldest and most 'pure' of the orders, having roots in divine practices and created specifically to rid the realms of the scourge of undeath. Ghostslayers seek out and study the moment of death, obsessing over the mystery of the transition. Some will sit with the terminally diseased to closely witness their passing, while others go so far as to deliberately have a near-death experience, allowing them to tune their senses to the ethereal realms beyond.

CLEANSING RITE

When you join this order at 3rd level, you learn to alter your Blood Rite to channel the wrath of the Light, smiting the enemies of life itself. Whenever you deal elemental damage with your Blood Rite die, you also deal additional radiant damage equal to your Wisdom modifier.

STUBBORN VITALITY

At 7th level, your physical body has become resistant to the life-draining curses of the most twisted of monsters. Whenever you are subject to Ability damage or a reduction in your Maximum hit points by an enemy attack or enemy spell, you halve the amount suffered (rounded up).

HALLOWED RUNE

Beginning at 10th level, your binding magics transcend the prime material plane, grasping spirits and entities between physical states. Your Rune of Binding ability ignores *immunity* to the restrained condition.

GRAVESIGHT

When you become 15th level, your vision has been so tuned to the ethereal curtain between worlds that even the unseeable cannot escape your view. You can see in normal and magical darkness, as well as invisible creatures and objects, up to 60 ft. Furthermore, you can see into the Ethereal Plane up to 60 ft.

SUPERNAL RIPOSTE

At 15th level, you develop risky methods to goad your enemies into a vulnerable position. When a creature makes an attack of opportunity against you and misses, you can immediately use your reaction to make one melee attack against that creature. The attack interrupts your movement, occurring right after their attack and before they leave your reach.

VORACIOUS STRIKE

Upon reaching 18th level, you've learned the secret to draining the lifeforce of your quarry through a vicious attack. Before attacking, you can declare your next strike to be a Voracious Strike. If the blow hits your foe, you regain hit points equal to half of the total damage dealt by that attack. If the attack misses, your Voracious Strike is still expended.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

ORDER OF THE PROFANE SOUL

Long ago, a demonic evil rose to power that had slaughtered with such cruelty that it broke the minds of many a witch hunter who bore witness. A few brave, and possibly mad hunters saw that such depravity could only be fought if you understood it, embraced it, and used it against itself. These few reached out to and made pacts with lesser evils, entities that hungered for a covenant with mortals, feeding on their hubris.

Using their new-found magical prowess, they felled the terrible demon at a great personal cost. Understanding the potential power, and burden, of their dark dealing and acquired warlock spellcraft, they began a new sect of witch hunters. Thus began the Order of the Profane Soul.



Profane Soul Spellcasting

Witch Hunter Level	Cantrips Known	Spells Known	Spell Slots	Slot Level
3rd	2	2	1	1st
4th	2	2	1	1st
5th	2	3	1	1st
6th	2	3	1	1st
7th	2	4	1	2nd
8th	2	4	2	2nd
9th	2	5	2	2nd
10th	3	5	2	2nd
11th	3	6	2	3rd
12th	3	6	2	3rd
13th	3	7	2	3rd
14th	3	7	2	3rd
15th	3	8	2	3rd
16th	3	8	2	3rd
17th	3	9	3	3rd
18th	3	10	3	4th
19th	3	10	3	4th
20th	3	11	3	4th

PACT MAGIC

When you reach 3rd level, you can augment your combat techniques with the ability to cast Warlock spells. See chapter 10 (phb) for the general rules of spellcasting and chapter 11 (phb) for the Warlock spell list.

Cantrips. You learn two cantrips of your choice from the warlock spell list. You learn an additional warlock cantrip of your choice at 10th level.

Spell Slots. The Profane Soul Spellcasting table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 8th level, you have two 2nd-level spell slots. To cast the 1st-level spell *thunderwave*, you must spend one of those slots, and you cast it as a 2nd-level spell.

Spells Known of 1st Level and Higher. At 3rd level, you know two 1st-level spells of your choice from the warlock spell list.

The Spells Known column of the Profane Soul table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 11th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

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

Spellcasting Ability. Wisdom is your spellcasting ability for your warlock spells, so 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 warlock 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

LETHAL FOCUS

At 3rd level, your weapon becomes a core to your pact with your chosen dark patron. You can use your weapon as a spellcasting focus (found in chapter 5, phb) for your warlock spells.

MYSTIC FRENZY

Beginning at 7th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

DIABOLIC CHANNEL

At 10th level, you can temporarily infuse your weapon with the seed of a powerful spell. As an action, you can imbue your weapon or a piece of ammunition with one spell you can cast, then make a single attack with that weapon. If that attack hits, the target takes weapon damage, and is subject to the effects of the spell. The spell must have a casting time of 1 action and must target only that creature. If the attack misses, the spell misses, and you still expend a use of this feature.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

ARCANE IMPULSE

Upon reaching 15th level, you learn to utilize a foe's error as an opportunity to retaliate with vicious magic. If an enemy attack misses you, you can use your reaction to immediately cast a spell at that creature. The spell must have a casting time of 1 action and must target only that creature.

Once you use this feature, you must finish a short or long rest before you can use it again.



INSIDIOUS BOON

When you reach 18th level, your pact patron further empowers your wicked spellcraft. When you damage a foe with a warlock spell, add your Wisdom modifier to the damage dealt.

ORDER OF THE MUTANT

The process of consuming the Hunter's Bane is a painful, scarring, and often fatal experience. Those that survive find themselves irrevocably changed, enhanced. Some found this experience exalting, embracing the ability to alter one's own body and abilities through alchemy.

Over generations of experimentation, a splinter order of witch hunters began to emerge, one that focused on brewing toxic elixirs to modify their capabilities in battle, and over time become something beyond human. They called themselves the Order of the Mutant.

FORMULAS

You begin to uncover forbidden alchemical formulas that temporarily alter your mental and physical abilities.

Beginning at 3rd level, you choose to learn three mutagen formulas. Your formula options are detailed at the end of this order description. You gain an additional formula at 7th level, 10th level, 13th level, 15th level, and 20th level.

Additionally, when you gain a mutagen formula at levels 7, 10, 13, 15, and 20, you can choose one of the formulas you know and replace it with another mutagen formula.

MUTAGEN CRAFT

At 3rd level, you can take a short rest to concoct a single mutagen. Consuming a single mutagen requires a bonus action, and the effects (including side effects) last until you finish another short or

long rest. Mutagens are designed for your biology and are fatal to anyone who consumes one other than you.

Mutagens are unstable by nature, losing their potency over time and becoming inert if not used before you finish your next short or long rest.

ADVANCED MUTAGEN CRAFT

Upon reaching 7th level, when you take a short rest to concoct a mutagen, you can now create two. Mutagens must be different formulas, and can be ingested with overlapping effects that last until you finish your next short or long rest. Each mutagen still takes a separate bonus action to imbibe.

Once you reach 15th level, you can now create three mutagens during a short rest.

ROBUST PHYSIOLOGY

At 10th level, your body has begun to adapt to toxins and venoms, ignoring their corroding effects. You gain immunity to poison.

STRANGE METABOLISM

Beginning at 15th level, you've become resistant to the negative effects of some of your own mutagens. Upon imbibing a mutagen, you can choose to ignore the side effect of that mutagen for its duration.

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

EXALTED FORTITUDE

When you reach 18th level, the mutations you've subjected your body to have hardened your physical form.

Your Constitution score increases by 2, as does your Constitution maximum.

MUTAGENS

These mutagens are presented in alphabetical order. You can learn a mutagen at the same time you meet its prerequisites.

Baleful. *Prerequisite: 7th level.* You gain resistance to necrotic damage. *Side effect:* You gain vulnerability to psychic damage.

Celerity. Your Dexterity score increases by an amount equal to your Constitution modifier (minimum 2), as does your Dexterity maximum. *Side effect:* Your Wisdom score decreases by 2.

Cruelty. *Prerequisite: 10th level.* You gain an additional action on each of your turns. That action can be used only to take the Attack (one weapon attack only) action. *Side effect:* You have disadvantage on all saving throws.

Frigid. You gain resistance to cold damage. *Side effect:* Your speed is reduced by 5.

Impermeable. You gain resistance to piercing damage. *Side effect:* You gain vulnerability to slashing damage.

Mobility. You gain immunity to the grappled and restrained conditions. At 10th level, you also are immune to the paralyzed condition. *Side effect:* You gain a penalty to initiative equal to 2 times your Constitution modifier (minimum 2).

Nighteye. You gain darkvision for up to 60 feet. If you already have darkvision, this increases its range by 60 additional feet. *Side effect:* You gain sunlight sensitivity (phb pg. 24)

Potency. Your Strength score increases by an amount equal to your Constitution modifier (minimum 2), as does your Strength maximum. *Side effect:* Your Dexterity score decreases by 2.

Precision. *Prerequisite: 7th level.* Your weapon attacks score a critical hit on a roll of 19-20. At 12th level, you score a critical hit on an 18-20. *Side effect:* All healing you receive is halved.

Rapidity. Your speed increases by 3 times your Constitution modifier (rounded to the nearest 5 ft increment). *Side effect:* You gain 1 level of exhaustion.

Reconstruction. *Prerequisite: 7th level.* You regenerate hit points equal to your level divided by 2 (rounded up) at the start of your turn as long as you are above 0 hit points. *Side effect:* Your speed decreases by 10 ft.

Sagacity. Your Wisdom score increases by an amount equal to your Constitution modifier (minimum 2), as does your Wisdom maximum. *Side effect:* Your Strength score decreases by 2.

Shielded. You gain resistance to slashing damage. *Side effect:* You gain vulnerability to bludgeoning damage.

Smouldering. You gain resistance to fire damage. *Side effect:* You have disadvantage on all Strength ability checks.

Unbreakable. You gain resistance to bludgeoning damage. *Side effect:* You gain vulnerability to piercing damage.

Wariness. You gain a bonus to initiative equal to 2 times your Constitution modifier (minimum 2). *Side effect:* You gain 1 level of exhaustion.

Zealous. *Prerequisite: 7th level.* You gain resistance to psychic damage. *Side effect:* You gain vulnerability to necrotic damage.

Critical Role:

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