



WITCH'S CRAFT

A witch's craft is distinct from a school of magic. Whereas magical schools seek to categorize spells, crafts are defined by the use of magic. Though others also exist, there are two primary crafts, White Magic, which seeks to mend and restore, and Black Magic, which seeks to rend and destroy.

STEEL MAGIC

Secret covens throughout the Material Plane practice their magicks by weaving spells into their blades. Maniacally cackling and whirling their way across the battlefield, these witches weave their curses into a bloody tapestry whenever they bring their steel to bear.

STEEL MAGIC BONUS SPELLS

Spell Level	Spells
1st	<i>identify, mage armor</i>
3rd	<i>heat metal, magic weapon</i>
5th	<i>blink, haste</i>
7th	<i>death ward, freedom of movement</i>
9th	<i>animate objects, hallow</i>

BONUS PROFICIENCIES

At 3rd level, you have proficiency with three martial melee weapons of your choice. These weapons cannot have the two-handed property.

HEX: DARK STEEL

Starting at 3rd level, you have learned a secret hex associated with the profane rites of long-forgotten covens. When you grasp a weapon in one hand, and nothing in your other hand, you can use your bonus action to spread your curse into its steel. You gain the following benefits until the end of your next turn:

- The weapon serves as an arcane focus.
- You add your Charisma modifier to AC, as long as you are not wearing medium or heavy armor or holding a shield.
- You can use your Charisma modifier for the attack and damage rolls you make with a one-handed weapon.

CACKLING KILLER

Also at 6th level, when you use your Cackle feature, you can make one additional weapon attack when you take the Attack action on your turn.

SOUL EATER

Starting at 10th level, as a bonus action, you can plunge your weapon into your familiar, drawing it forth cloaked in green flame. Your familiar dies instantly. Until you take a short or long rest, you can't summon your familiar again, and that weapon deals an additional 1d8 fire damage on a hit.

SHRIEKING STRIKE

Starting at 14th level, your accursed magic has seeped into your weapon. When you make a melee attack against a hostile creature, the target must make a Wisdom saving throw against your witch spell save DC. On a failed save, it is frightened until the end of your next turn.

You can use this feature a number of times equal to your Charisma modifier and regain all expended uses when you finish a long rest.