

# THE WITCH KNIGHT

*A Fighter Martial Archetype*

Bound to the service of an otherworldly being, Witch Knights champion their patron's cause by wielding their pact magic and eldritch invocations.

## OTHERWORLDLY PATRON

You have struck a bargain with an otherworldly being for arcane power. Your patron grants you pact magic and eldritch invocations at 3rd level, and other abilities as you gain levels.

## PACT MAGIC

At 3rd level, you have struck a bargain with an otherworldly being for arcane power.

**Cantrips.** You know one cantrip of your choice from the warlock spell list. You learn an additional warlock cantrip of your choice at 10th level.

**Spell Slots.** The Witch Knight 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.

**Spells Known of 1st Level and Higher.** You know two 1st-level spells of your choice from the warlock spell list.

The Spells Known column of the Witch Knight 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.

Additionally, when you gain a level in this class, 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.** Charisma is your spellcasting ability for your warlock spells, so 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 warlock spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + proficiency bonus + Charisma modifier

**Spell attack modifier** = proficiency bonus + Charisma mod.

## ELDRITCH INVOCATIONS

At 3rd level, you gain the *eldritch weapon* invocation and one other invocation of your choice. When you reach higher witch knight levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Witch Knight table.

Additionally, when you gain a new invocation with this class, you can choose one of the invocations you already know and replace it with another invocation that you could learn at that level.

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. You cannot choose any eldritch invocation that has a feature from a warlock pact as one of its prerequisites.

For purposes of meeting level requirements for invocations, you have an effective Warlock level equal to one-half your Witch Knight level (rounded down).

## ELDRITCH SURGE

At 10th level, you spend an Action Surge to cast a warlock spell without expending a spell slot.

## ELDRITCH ASSAULT

At 18th level, when you use your action to cast a warlock spell, you can make one weapon attack as a bonus action.



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## WITCH KNIGHT SPELLCASTING

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

## WITCH KNIGHT AND MULTICLASSING

When multiclassing with the Warlock class, you add one-third of your Witch Knight level (rounded down) to your Warlock level and consult the Warlock progression table to determine your total *Cantrips Known*, *Spells Known*, *Spell Slots*, *Slot Level*, and *Invocations Known*.

## OTHERWORLDLY PATRONS

The beings that serve as patrons for witch knights are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their witch knights access to different powers and invocations, and expect significant favors in return.

Some patrons collect witch knights, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one witch knight. Witch knights who serve the same patron might view each other as allies, siblings, or rivals.

## THE FIEND

You have made a pact with a fiend from the lower planes of existence, a being whose aims are evil, even if you strive against those aims.

### FIEND EXPANDED SPELLS

At 3rd level, the following spells are added to the warlock spell list for you.

#### Spell Level Spells

1st	<i>burning hands, command</i>
2nd	<i>blindness/deafness, scorching ray</i>
3rd	<i>fireball, stinking cloud</i>
4th	<i>fire shield, wall of fire</i>

## DARK ONE'S FURY

Starting at 7th level, you can call on your patron to empower your eldritch weapon. When you hit a creature with your eldritch weapon, you can spend a use of this ability to deal force damage equal to 1d8 + your weapon's damage roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

You can use this feature twice, regaining any expended uses when you finish a long or short rest.

## DARK ONE'S GREED

At 15th level, when you spend a use of Indomitable on a saving throw against a spell and succeed, you recover one spell slot.

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



## NEW ELDRITCH INVOCATIONS

Here are new invocations for the warlock and witch-knight, in addition to the options in the Player's Handbook.

If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your Warlock class level.

### AGONIZING STRIKE

*Prerequisite: Eldritch Weapon invocation*

When you hit a creature with your *eldritch weapon*, you add your Charisma modifier to the damage roll.

### BLOOD MARK

You can cast *hunter's mark* once using a warlock spell slot. You can't do so again until you finish a long or short rest.

### ELDRITCH CHAINS

You can cast *entangle* without expending a warlock spell slot. You can't do so again until you finish a long rest.

### ELDRITCH WEAPON

You possess an eldritch weapon that grants you a +1 bonus to attack and damage rolls made with it. The weapon also counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

You can create an eldritch weapon with a special ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your eldritch weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your eldritch weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

### HUNTER OF THE DEAD

You can cast *searing smite* once using a warlock spell slot. You can't do so again until you finish a long rest.

### OTHERWORLDLY SIGHT

*Prerequisite: 5th level*

You gain blindsight out to 30 feet. You cannot use your blindsight if you are deafened and unable to smell.

### OTHERWORDLY SPEED

*Prerequisite: 5th level*

You can cast *haste* once using a warlock spell slot. You can't do so again until you finish a long rest.

### REPELLING STRIKE

*Prerequisite: Eldritch Weapon invocation*

When you hit a creature with your eldritch weapon, you can push the creature up to 10 feet away from you in a straight line.

### SPELL-EATER

*Prerequisite: 5th level*

You can cast *counterspell* without expending a warlock spell slot.

### WITCH'S CIRCLE

*Prerequisite: 5th level*

You can cast *magic circle* without expending a warlock spell slot or material components. You can't do so again until you finish a long rest.

### WITCH'S CURSE

*Prerequisite: 3rd level*

You can cast *hold person* without expending a warlock spell slot or material components.

### WITCH'S FIRE

You can cast *faerie fire* without expending a warlock spell slot. You can't do so again until you finish a long rest.

## ART CREDITS

Piece #1: "[Selyiel - Magus](#)" — Wayne Reynolds

Piece #2: "[Bella 1 / Legend of the Cryptids / Applibot Inc](#)" — Marat Ars

Piece #3: "[Death Knight](#)" — Jaeseong Park