

Witchdoctor = You are a rare type of magic user that specializes in what is effectively "voodoo", using "blood", hair, nail clippings, ect... you can create a homunculus that is bonded to the living creature which provided the materials used, then things that happen to the homunculus also happen to the creature.

Level	Prof Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Interference, Cause Pain	3	2	2	-	-	-	-
2nd	+2	Cause Trauma	3	3	3	-	-	-	-
3rd	+2	Cause Hitch	3	4	4	2	-	-	-
4th	+2	Ability Score Improvement	4	5	4	3	-	-	-
5th	+3	Puppetry	4	6	4	3	2	-	-
6th	+3	Numb Forelimb	4	7	4	3	3	-	-
7th	+3	Cause Injury	4	8	4	3	3	1	-
8th	+3	Ability Score Improvement	4	9	4	3	3	2	-
9th	+4	Cause Stumble	4	10	4	3	3	3	1
10th	+4	Soul Trap	5	11	4	3	3	3	2
11th	+4	Cause Damage	5	12	4	3	3	3	2
12th	+4	Ability Score Improvement	5	12	4	3	3	3	2
13th	+5	Cause Agony	5	13	4	3	3	3	2
14th	+5	Cause Bleeding	5	13	4	3	3	3	2
15th	+5	Puppet Master	5	14	4	3	3	3	2
16th	+5	Ability Score Improvement	5	14	4	3	3	3	2
17th	+6	Cause Wounds	5	15	4	3	3	3	2
18th	+6	Cause Paralysis	5	15	4	3	3	3	3
19th	+6	Cause Death	5	15	4	3	3	3	3
20th	+6	Body Thief	5	15	4	3	3	3	3

As a witchdoctor, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per Witchdoctor level

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

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Witchdoctor level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, Whips, Blowguns.

Tools: None

Saving Throws: Constitution, Wisdom

Skills: Choose two from: Arcana, Insight, Medicine, Perception, Religion, and Survival

EQUIPMENT

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

Starting wealth = 3d4 x 10 gp

1. (a) a whip or (b) any two simple weapons
2. (a) a component pouch or (b) an arcane focus
3. (a) an Explorer's Pack or (b) a Priest's Pack
4. 15 darts, a daggers, and leather armor

CANTRIPS

At 1st level, you know three cantrips of your choice from the Witchdoctor spell list. You learn additional Witchdoctor cantrips of your choice at higher levels, as shown in the

Cantrips Known column of the Witchdoctor table.

SPELL SLOTS

The Witchdoctor table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these witchdoctor 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 burning hands and have a 1st-level and a 2nd-level spell slot available, you can cast burning hands using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the Witchdoctor spell list. The Spells Known column of the Witchdoctor table shows when you learn more witchdoctor spells of your choice.

Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

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

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your witchdoctor 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 witchdoctor 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

RITUAL CASTING

You can cast a witchdoctor spell as a ritual if that spell has the ritual tag and you know the spell.

SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your witchdoctor spells.

Class Features

Unique class spell, (does not count against spells known)

Curse of the Homunculus

1st-Level Conjuration (ritual)

Casting Time: 1 action

Range: Unlimited/Planar (Target can only be out of range if they go to another plane of existence)

Components: V, S, M (Something that carries the genetic code of the spell's target, hair, blood, flesh, ect, which the spell then consumes)

Duration: Unlimited (until the curse is ended by the caster, until it is lifted by a remove curse spell, or until the host dies. The curse ends if the spell is cast again)

Once the spell consumes the components a miniature doll appears in the caster's hand.

This doll is made of living flesh, and is directly connected to the spell's target so

that (to a certain degree, based on the caster's level) things which happen to the doll

happen to the spell's target as well.

INTERFERENCE

By manipulating the homunculus (generated via Curse of the Homunculus) you can at any time use your reaction to impose advantage or disadvantage on any one of the cursed target's rolls.

CAUSE PAIN

By damaging the homunculus you can inflict pain on the target, giving a -1d4 penalty to all of their rolls for a full round (aka until the start of your next turn).

CAUSE TRAUMA

By damaging the homunculus you can inflict actual damage (1d4+1) in addition to cause pain. Choose any two damage types those will be all you can use with this effect.

CAUSE HITCH

By targeting the legs of the homunculus when inflicting damage to it you can impose a -1d4 penalty to their movement speed this round in addition to causing pain and trauma.

PUPPETRY

You have discovered that if you cast the curse on your self you can transfer a portion of your own soul into the homunculus allowing you to actually possess and control it at any distance. Your body effectively goes into a comatose/stasis state, if the body dies in this state then the soul becomes trapped in the homunculus indefinitely or until the homunculus is destroyed. The percentage of your soul transferred determines how long the connection lasts, however your actual body suffers half of the damage, and any effects that happen to the homunculus until the connection times out.

NUMB FORELIMB

By targeting the arms of the homunculus when inflicting damage you can trigger a contest between your spell casting ability and their CON save, if they win nothing happens, if they lose then their entire arm instantly goes numb and they are forced to drop anything they are holding in that arm/hand and can't use that arm/hand for a round.

CAUSE INJURY

Same as "Cause Trauma" but the damage inflicted is now 2d4+2. Choose two more damage types, and add them to those you can use with this effect.

CAUSE STUMBLE

Similar to "numb forelimb" but the contest is between your spell casting ability and their DEX save. If they win then nothing happens, if they lose then their leg goes numb resulting in them falling prone, and losing half of their movement speed for a round (so that even if they get up they cannot move this turn).

SOUL TRAP

You have become so skilled at your art that for a 1d4 rounds you can completely yank the soul/consciousness out of your target's body entirely, and into the homunculus. However this can only be done after a rolled contest of your spellcasting mod vs their choice of a WIS, CON, CHA save, or their own spellcasting mod (if they have one). If you win the aforementioned happens to the target, if you lose it happens to you instead, and your curse on them ends seeing as how you are now in the homunculus and it cannot be bound to two targets at once. The body is empty and effectively goes into a comatose/stasis state, if the body dies in this state then the soul becomes trapped in the homunculus indefinitely or until the homunculus is destroyed.

CAUSE DAMAGE

Same as "Cause Injury" but the damage inflicted is now 3d4+3. Choose two more damage types, and add them to those you can use with this effect.

CAUSE AGONY

Same as "Cause Pain" but now there is also a contest between your spell casting ability and their CON save. If they win then nothing else happens, if they lose then they become incapacitated for a round.

CAUSE BLEEDING

Same as "Cause Damage" but the damage inflicted is now 4d4+4. Choose two more damage types, and add them to those you can use with this effect.

PUPPET MASTER

You have mastered puppetry to the point that you can transfer a portion of your own soul into an empty body, allowing you to take control of it for a time, and since your connection to the body is through the homunculus in which the body's original soul is trapped you can, for the duration, draw on the knowledge, skills, abilities, and experiences of the body's owner, however like with the puppetry technique half of the damage, and any effects that happen to one body happens to the other as well. Should one body die in this state then the soul trapped in the homunculus becomes trapped indefinitely or until the homunculus is destroyed, and the caster's soul returns to / goes into the remaining body, and should the body be foreign to the caster's soul then it loses all connection to its original soul. Then the body's new soul/the caster's soul will over the course of a week or so reshape the body into a perfect duplicate of its original vessel.

CAUSE WOUNDS

Same as "Cause Bleeding" but the damage inflicted is now 5d4+5. Choose two more damage types, and add them to those you can use with this effect.

CAUSE PARALYSIS

Same as "Cause Agony" but now if they lose they become paralyzed for a round.

CAUSE DEATH

Same as "Cause Wounds" but the damage inflicted is now 5d6+5. Add the final remaining damage type to those you can use with this effect.

BODDY THIEF

Once you curse someone you can outright steal their body (including their current health, and spell slots if they have them, up to your max), after a rolled contest of your spellcasting mod vs their choice of a WIS, CON, CHA save, or their own spellcasting mod (if they have one). If you lose the curse is broken, and 8d6 psychic damage rebounds onto you, If you win your then you swap bodies with them and unless they can make a CON, or INT save they instantly die of shock in your old body while you take their body for your own. Then the body's new soul/the caster's soul will over the course of a week or so reshape the body into a perfect duplicate of its original vessel.

NOTES

Amount of soul transferred to time ratio is 10% = 20 minutes or 3 hours at 90%, 100% = would be indefinitely, however after 3 days the original body would start to suffer from magical side effects and malnutrition (meaning that after the soul returns to the body, which after a 100% transfer can only happen via physical contact, it will suffer penalties) if empty for 6 days then at dawn on day 7 it dies.

Out of body magical side effect and malnutrition penalties = for ever day after the 3rd these effects will be imposed upon the body after the soul's

return, -25% to ALL healing, and a -1 penalty to both STR, and CON, for 1d4 days. And they will stack for every day past the 3rd, so day 4 of the body being emptied of its soul = afore mentioned penalties. Day 5 = -50% healing, -2 STR and CON, for 1d4 days then revert to day 4 penalties for 1d4 days. And day 6 = -75% healing, -3 STR and CON, for 1d4 days then revert to day 5 penalties for 1d4 days.

Damage Types = acid, bludgeoning, cold, fire, force, lightning, necrotic, piercing, poison, psychic, radiant, slashing, and thunder.

WITCHDOCTOR SPELL LIST

Use the Bard spell list (I was going to make a new one but after reviewing the existing ones the Bard's spell list fit what I was going for so well that it seemed like a waste of time and effort to make another)