

59/59  
+Temp +Max

# TAVNIS

Lvl. 7

Witch 7 / Purple Magic

Medium Eladrin Haunted One

Proficiency: +3

Speed 30 ft

12	INI	STR	DEX	CON	INT	WIS	CHA
	+1 Mod 0	8	13	16	10	12	18
	○	○	○	○	○	✓	✓
	○	○	○	○	○	○	○
	○	○	○	○	○	○	○
	○	○	○	○	○	○	○
	○	○	○	○	○	○	○
	○	○	○	○	○	○	○

- Actions
- Attributes**
- Inventory
- Spellbook
- Features
- Effects
- Biography
- Journal

<input type="checkbox"/> Acrobatics	Dex	+1 (11)
<input type="checkbox"/> Animal Handling	Wis	+1 (11)
<input checked="" type="checkbox"/> <b>Arcana</b>	Int	+3 (13)
<input type="checkbox"/> Athletics	Str	-1 (9)
<input checked="" type="checkbox"/> <b>Deception</b>	Cha	+7 (17)
<input type="checkbox"/> History	Int	+0 (10)
<input type="checkbox"/> Insight	Wis	+1 (11)
<input checked="" type="checkbox"/> <b>Intimidation</b>	Cha	+7 (17)
<input type="checkbox"/> Investigation	Int	+0 (10)
<input type="checkbox"/> Medicine	Wis	+1 (11)
<input type="checkbox"/> Nature	Int	+0 (10)
<input checked="" type="checkbox"/> <b>Perception</b>	Wis	+4 (14)
<input checked="" type="checkbox"/> <b>Performance</b>	Cha	+7 (17)
<input checked="" type="checkbox"/> <b>Persuasion</b>	Cha	+7 (17)
<input type="checkbox"/> Religion	Int	+0 (10)
<input type="checkbox"/> Sleight of Hand	Dex	+1 (11)
<input type="checkbox"/> Stealth	Dex	+1 (11)
<input checked="" type="checkbox"/> <b>Survival</b>	Wis	+4 (14)

<input checked="" type="checkbox"/> <b>Senses</b>	Darkvision 60 ft	
<input checked="" type="checkbox"/> <b>Languages</b>	Common, Elvish, Halfling, Sylvan	
<input checked="" type="checkbox"/> <b>Damage Immunities</b>		
<input checked="" type="checkbox"/> <b>Damage Resistances</b>		
<input checked="" type="checkbox"/> <b>Damage Vulnerabilities</b>		
<input checked="" type="checkbox"/> <b>Condition Immunities</b>		
<input checked="" type="checkbox"/> <b>Weapon Proficiencies</b>	Simple Weapons, Blowgun, Shortsword, Whip	
<input checked="" type="checkbox"/> <b>Armor Proficiencies</b>	Light Armor	
<input checked="" type="checkbox"/> <b>Tool Proficiencies</b>		

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<b>12</b>	<b>INI</b> <b>+1</b> Mod 0	<b>STR</b> <b>8</b> -1 -1	<b>DEX</b> <b>13</b> +1 +1	<b>CON</b> <b>16</b> +3 +3	<b>INT</b> <b>10</b> +0 +0	<b>WIS</b> <b>12</b> +1 +4	<b>CHA</b> <b>18</b> +4 +7
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search item      Action   Bonus Action   Reaction   Equipped

### Weapons (4)

Weapon	Weight	Usage
Skyblinder Staff	4 lbs.	1 Action
Dagger	1 lbs.	1 Action
Light Crossbow <span>Crossbow Bolt (20)</span>	5 lbs.	1 Action
Sickle	2 lbs.	1 Action

### Equipment (2)

Equipment	Weight
Common Clothes	3 lbs.
Leather Armor	10 lbs.

### Consumables (10)

Consumable	Weight	Quantity	Usage
Holy Water (flask)	1 lbs.	1 / 1	1 Action
Manacles	6 lbs.	1 / 1	1 Action
Oil (flask)	1 lbs.	1 / 1	1 Action
Torch	13 lbs.	1 / 1	1 Action
Component Pouch	2 lbs.		1 Action
Piton	2.5 lbs.	1 / 1	1 Action
Rations (1 day)	20 lbs.	1 / 1	1 Action
Waterskin	5 lbs.	4 / 4	1 Action
Hempen Rope (50 feet)	10 lbs.	1 / 1	1 Action
Crossbow Bolt	1.5 lbs.		1 Action

### Backpacks (3)

Backpack	Weight
Backpack	5 lbs.
Chest	25 lbs.
Backpack	5 lbs.

### Loot (7)

Loot Item	Weight
Trinket of Special Significance (Choose One or Roll on the Horror Trinkets Table)	0 lbs.
Crowbar	10 lbs.
Hammer	6 lbs.
Wooden Stake	0 lbs.
Holy Symbol	0 lbs.
Steel Mirror	0.5 lbs.
Tinderbox	2 lbs.

1/3     
 0 PP     
 0 GP     
 0 EP     
 1 SP     
 0 CP

140.5 / 120

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LVL. 7

Speed 30 ft

12	INI	STR	DEX	CON	INT	WIS	CHA
	+1 Mod 0	8	13	16	10	12	18
		-1 -1	+1 +1	+3 +3	+0 +0	+1 +4	+4 +7

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search spell

- Action
- Bonus Action
- Reaction
- Conc.
- Ritual
- Prepared (12)

Cantrip			Target	Range	Usage	
Message	VSM	Transmutation	None	120 Feet	1 Action	
Prestidigitation	VS	Transmutation	None	10 Feet	1 Action	
Spare the Dying	VS	Necromancy	None	Touch	1 Action	
Eye Of Anubis	M	Necromancy	None	60 Feet	1 Action	
Hocuspocus	VS	Conjuration	None	30 Feet	1 Action	

1st Level			Target	Range	Usage	
Bane	VSM C	Enchantment	3 Creature	30 Feet	1 Action	
Blood Print	VSM R	Necromancy	None	Touch	1 Action	
Thunderwave	VS	Evocation	15 Feet Cube		1 Action	
Charm Person	VS	Enchantment	1 Creature	30 Feet	1 Action	
Silent Image	VSM C	Illusion	15 Feet Cube	60 Feet	1 Action	

2nd Level			Target	Range	Usage	
Blindness/Deafness	V	Necromancy	1 Creature	30 Feet	1 Action	
Knock	V	Transmutation	None	60 Feet	1 Action	
Enthral	VS	Enchantment	None	60 Feet	1 Action	
Invisibility	VSM C	Illusion	None	Touch	1 Action	

3rd Level			Target	Range	Usage	
Hypnotic Pattern	SM C	Illusion	None	120 Feet	1 Action	
Major Image	VSM C	Illusion	20 Feet Cube	120 Feet	1 Action	
Counterspell	S	Abjuration	None	60 Feet	1 Reaction Manual	
Slow	VSM C	Transmutation	None	120 Feet	1 Action	

4th Level			Target	Range	Usage	
Confusion	VSM C	Enchantment	None	90 Feet	1 Action	
Mordenkainen's Private Sanctum	VSM	Abjuration	100 Feet Cube	120 Feet	10 Minutes	
Phantasmal Killer	VS C	Illusion	1 Creature	120 Feet	1 Action	

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Speed 30 ft

<b>HP</b> 59/59 +Temp +Max	<b>AC</b> 12	<b>INI</b> +1 Mod 0	<b>STR</b> 8 -1 -1	<b>DEX</b> 13 +1 +1	<b>CON</b> 16 +3 +3	<b>INT</b> 10 +0 +0	<b>WIS</b> 12 +1 +4	<b>CHA</b> 18 +6 +7
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search feature **Action** Bonus Action Reaction

Witch

↳ Purple Magic

VSS

Level 7

Active Abilities	Uses	Usage	Source	Requirements
Fey Step	1 / 3	1 Bonus Action	MPMM	Eladrin

As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

When you reach 3rd level, your Fey Step gain an additional effect based on your season; if the effect requires a saving throw, the DC equals 8 + your proficiency bonus + your Intelligence, Wisdom, or Charisma modifier (choose when you select this race):

**Autumn.** Immediately after you use your Fey Step, up to two creatures of your choice that you can see within 10 feet of you must succeed on a Wisdom saving throw or be charmed by you for 1 minute, or until you or your companions deal any damage to the creatures.

**Winter.** When you use your Fey Step, one creature of your choice that you can see within 5 feet of you before you teleport must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn.

**Spring.** When you use your Fey Step, you can touch one willing creature within 5 feet of you. That creature then teleports instead of you, appearing in an unoccupied space of your choice that you can see within 30 feet of you.

**Summer.** Immediately after you use your Fey Step, each creature of your choice that you can see within 5 feet of you takes fire damage equal to your proficiency bonus.

Standard Roll Info

Eladrin 1 Bonus Action 1 Turns

Trance	1 / 1	Special	MPMM	Eladrin
Spellcasting	1 / 1	Special	VSS	Witch 1
Cackle		1 Bonus Action	VSS	Witch 2
Familiar		1 Action	VSS	Witch 2
Hex: Hallucination		1 Action	VSS	Witch 3 (Purple)

Starting at 3rd level, you can infect the minds of other creatures. As an action, choose one creature you can see within 60 feet of you to make a Wisdom saving throw. A creature that is immune to being charmed automatically succeeds on this saving throw. On a failed save, the target's perspective of the world distorts into a horrific and alien place. The creature takes a -1 penalty to all attack rolls and ability checks it makes. At the start of each of the creature's turns while affected by this hex, this penalty increases by 1, up to a maximum penalty of -5. This effect lasts until the end of your next turn.

Witch 3 (Purple) 1 Action 1 Turns

False Authority	1 / 1	1 Action	VSS	Witch 6 (Purple)
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By 6th level, as an action, you can wrap yourself in an illusory air of expectation. Any creature that can see you perceives you as a figure of authority. A blacksmith might see you as a guild master, whereas a soldier might see you as a captain. The changes perceived by a viewer fail to hold up to physical inspection. This illusion lasts for 1 hour or until you end it on your turn (no action required).

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Once you use this feature, you can't use it again until you finish a short or long rest.

Witch 6 (Purple) 1 Action 1 Hours

Passive Abilities	Source	Requirements
Eladrin	MPMM	
Creature Type	MPMM	Eladrin
Darkvision	MPMM	Eladrin
Fey Ancestry	MPMM	Eladrin
Keen Senses	MPMM	Eladrin
Languages	MPMM	Eladrin
Witch's Curse	VSS	Witch 1

You are wracked by a terrible curse, which infects your body and soul.

**Hideos.** Your appearance is ghastly to behold. You have proficiency in the Intimidation skill. When you roll initiative, you can choose one humanoid you can see to scare. That creature must make a Wisdom saving throw against your spell save DC or be frightened of you until the end of your next turn.

Witch 1 1 Turns

Hexes	VSS	Witch 1
Heart of Darkness	VRGR	Haunted One

Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to darkness. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

Standard Roll Info

Haunted One

Bleeding	VSS
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As an action, choose one creature you can see within 60 feet of you to make a Constitution saving throw. On a failed save, each time this creature takes damage, it loses an additional hit points. This effect lasts until the end of your next turn.

Hobble	VSS
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As an action, choose one creature you can see within 60 feet of you to make a Strength saving throw. On a failed save, the creature's speed is reduced to 10 feet until the end of your next turn. If the creature is flying, it falls, unless it has the ability to hover or it is being held aloft by magic.

Slur	VSS
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As an action, choose one creature you can see within 60 feet of you to make a Charisma saving throw. On a failed save, the creature can't speak coherently until the end of your next turn. If the creature attempts to cast a spell that requires a verbal component, it must roll a . On an odd roll, the casting fails.

Insidious Spell	VSS	Witch 5
Improved Familiar	VSS	Witch 7
Doomward	VSS	

As an action, choose one friendly creature other than yourself that you can see within 60 feet of you. If the creature drops to 0 hit points before the end of your next turn and doesn't die outright, it drops to 1 hit point instead. This hex then ends and can't be used to target the same creature again until you finish a short or long rest.

