



WILD MOON WITCH

Wild moon witches protect the wilds using the power they take from the ebb and flow of the moon. Just as the tides are constantly in motion, so too does the fickle mood of a wild moon witch. They are typically found in covens of up to nine witches, a sacred number of the moon. Each coven is as unique as the individuals within its circle. Many covens prefer the solitude of the deep woods, while others gather in secret and hide in plain sight in magic colleges.

Lunar Patron. Wild moon witches are linked directly to the moon, binding themselves to its wishes and whims.

Poisoners. Masters of alchemy, wild moon witches are proficient with creating toxins of all varieties. They often employ these talents to eliminate problems well before using their magic.

Gravity. The moon has touched these witches and given them a taste of its power over gravity. Many hulking foes have met their end at the hands of a more diminutive witch with just a flick of a wrist sending them high into the sky.

WILD MOON WITCH

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 67 (15d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	17 (+3)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses darkvision 60 ft., passive Perception 11

Languages Any three languages (Typically Common, Infernal, and Abyssal)

Challenge 5 (1,800 XP)

Proficiency Bonus: +3

Dark Devotion. The witch has advantage on saving throws against being charmed or frightened.

Innate Spellcasting. The witch's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *mage armor* (self only)

Spellcasting. The witch is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The witch regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *chill touch*, *mage hand*, *minor illusion*
 1st-5th level (2 5th-level spell slots): *blight*, *charm person*, *counterspell*, *gaseous form*, *hellish rebuke*, *scrying*

ACTIONS

Multiattack. The witch makes two poisoned dagger attacks.

Poisoned Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage plus 2 (1d4) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour.

Reverse Gravity (Recharge 6). The witch targets a Large or smaller creature it can see and calls upon the power of the moon to reverse gravity for 1 minute. Unless anchored, the target falls upward to a maximum of 30 feet. The target can make a DC 14 Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall. If some solid object (such as a ceiling) is encountered in this fall, the target strikes it just as they would during a normal downward fall. If the creature reaches the maximum distance without striking anything, it remains there, oscillating slightly, for the duration. At the end of the duration, the target falls back down.