Crystal Wytch

Gemstone Spiritualists

Crystal Wytch's are Rhyonians with a spiritual connection to gemstones. These beautiful, yet otherwise mundane gems, are loyal friends, deadly weapons, and fierce protectors to those who take the time, and know the practices, to attune to these crystals. With practitioners strewn across the entire realm, Crystal Wytchs have been known to come from almost any walk of life. Be it introduction by an advanced practitioner, or stumbling across a piece of old parchment with a ritual scratched on it, Crystal Wytchs can come to call this practice their way of life by any number of means. All one needs to truly undergo the steps to becoming a Crystal Wytch is find a gemstone. Whether they intend to or not, a being who obsesses over a gem could draw out the latent power that connects the gems to Gierloh's bindings put in place by The Mistress. As insidious as lust and desire are, the power within the gems will call to those in proximity, luring in those who have an affinity for magic, and those written into His bindings, foretold by The Mistress Herself, to be fated to drain Gierloh's strength.

Magic Drawn From Gems

Though the power a Wytch pursues may vary differently from that of another, they all share a common power source; Gierloh's Bindings. The Mistress sealed Him away with countless curses and chains meant to sap His godly power as a catalyst for practitioners of other magics. The Mistress found it amusing to bind such a ferocious creature and use His rage as energy for those clever enough to tap into it, and lustful enough for power to attempt it. If successful, a Crystal Wytch is able to tap into these bindings and draw magical defenses, spells, and other affects based on the practice they pursue. Covens dot the entirety of the realm of Rhyonis; smaller groups scattered throughout society and the wilds that answer to the three primary Covens of Wytchs. Those being Ward, Weal, and Woe.

Power suffuses the entirty of the realm. It is up *to those who wish to thrive to harness it in whatever fashion they can.*

— Ansaria, *The First Crystal Wytch*

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The Crystal Wytch

Level	Proficiency Bonus	Features	Magic Initiate	Gem Level
1st	+2	Gem Attunement, Magic Initiate Choice	-	2nd
2nd	+2	Crystal Coven	-	2nd
3rd	+2	Ritualist	One 2nd level Spell to your Initiate List	2nd
4th	+2	Ability Score Improvement	-	2nd
5th	+3	Gem Attunement (2)	One 3rd level Spell to your Initiate List	3rd
6th	+3	Crystal Coven Feature	-	3rd
7th	+3	-	One 4th level Spell to your Initiate List	3rd
8th	+3	Ability Score Improvement	-	3rd
9th	+4	Crystal Cleanse	One 5th level Spell to your Initiate List	3rd
10th	+4	Crystal Coven Feature	-	3rd
11th	+4	Gem Attunement (3)	One 6th level Spell to your Initiate List	4th
12th	+4	Ability Score Improvement	-	4th
13th	+5	-	One 7th level Spell to your Initiate List	4th
14th	+5	Crystal Coven Feature	-	4th
15th	+5	-	One 8th level Spell to your Initiate List	5th
16th	+5	Ability Score Improvement	-	5th
17th	+6	Gem Attunement (4)	One 9th level Spell to your Initiate List	5th
18th	+6	Crystal Coven Feature	-	5th
19th	+6	Ability Score Improvement	One Spell of each level to your Initiate List	5th
20th	+6	Crystalline Transformation	-	5th

Class Features

As a Crystal Wytch, you gain the following class features

Hit Points

- **Hit Dice:** 1d6 per Crystal Wytch level
- **Hit Points at 1st Level:** 6 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per Crystal Wytch level after 1st

Proficiencies

- **Armor:** None
- **Weapons:** Daggers, Slings, and Quarterstaves
- **Tools:** Jewel Crafter's Kit

- **Saving Throws:** Constitution, Special*
- **Skills:** Choose two from; Arcana, Religion, History, Nature, Survival, Medicine, and Insight

Equipment

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

- a gemstone per the Gem Attunement Feature
- *(a)* fine clothing or *(b)* robes
- a Scholar's Pack
- *(a)* a dagger or *(b)* a quarterstaff
- a sling with 10 pieces of ammunition

Gem Attunement

Crystal Wytches form a spiritual bond with gemstones that they are able to draw magic from and manipulate the world around them. At 1st level, you are able to attune to one gem, increasing at levels 5, 11, and 17. Attuning to a gem increase your AC by one per gem, and allows you to use the cantrip Eldritch Blast, with the change in its damage type determined by the gem, and your Spellcasting Ability being determined by your Magic Initiate choice. Gems also have their own power drawn from Gierloh's Bindings that you can expend once per day in a powerful blast of magic. These gems are a Crystal Wytches power source, life line, and sometimes greatest friend as they rely on them so heavily for offense and defense. Additionally, the Spell slot used for your gem spells increases by 1 at 7, 11, and 15 in this class. So long as you remain attuned to your gems, they will hover around your space in a pattern rhythmic with your heart rate, or will follow your line of sight if you focus on their trajectory. Any creature may attempt to take your gem from the air with a Dexterity check against your Spell Save DC, but you have Advantage on all Perception (Wisdom) checks regarding your gems positioning as you are bound to them. If a gem is away from your person for more than an hour, the attunement is lost, however, so long as you remain on the same plane of existence as it, you unerringly know the location of any and all of your attuned gems. While attuned to gems, you gain passive resistances and spell abilities as displayed on the table at the end of this Class Section.

Magic Initiate Choice

Starting as a level 1 Crystal Wytch, you've somehow stumbled across knowledge of the Crystal Wytchs and have learned a faint bit of magic along your journey. This determines the style of magic you channel and the mental attribute you focus on. You are granted the Magic Initiate feat which determines the spell list you'll choose from as you progress in levels in this class. *You also gain proficiency in the saving throw of the spell casting ability associated with your spell list. Additionally, your magic is flexible and can be changed based on the rituals you perform to siphon power from Gierloh. Whenever you finish a Long Rest, you may choose any number of spells you know from this feature and swap them out for a spell of an equal level. Lastly, so long as you have a charge remaining in one of your Gems, you may expend it to cast one of your Magic Initiate Spells at an appropriate level in correspondence with the level of the Gem Spell.

Ritualist

At 3rd level, your connection to the god of Warfare and Rituals grows, allowing you to use your gems in special rituals to mimic spell affects. You learn a number of Spells with the Ritual Tag equal to your spell casting modifier determined by your Magic Initiate Choice. The rituals you learn with this feature may be from any class's spell list and your gems act as the components for the ritual. You may perform a number of rituals per day without consuming regular components this way equal to your proficiency bonus. Additionally, you gain the Ritual Caster feat and are able to cast any Ritual Spell from your Magic Initiate list as a ritual, regardless of whether or not you know it, so long as you provide components for it or expend a use of your Ritualist uses. You may also transcribe ritual spells from other Class Lists into a special ritual grimiore so long as you provide 50 gp per level of the spell in inks and parchment to add it to your grimiore.

Ability Score Improvement

At 4th level, you are able to increase one ability score by 2 or two abilities scores by 1. Alternatively, you may choose a feat. You gain additional improvements at levels 8, 12, 16, and 19.

Crystal Cleanse

Starting at 9th level, once per long rest, you are able to recover the magic power within your gems during a special ritual. A Crystal Cleanse Ritual costs nothing to you, save your sole attention during a short rest. Upon completing a Crystal Cleanse, all expended uses of Gem spells are recovered.

Crystalline Transformation

Once you reach 20th level as a Crystal Wytch, you are a paragon of magic and draw enough of Gierloh's power to be on par with the level of His Aspects. You gain the effects of the Invulnerability spell, your skin taking on the appearance of your gems, and remain transformed in this way for one minute. While the transformation lasts, you are able to cast your gem spells at will, without expending their charges. Additionally, at the end of the transformation, Gierloh's might proves to be too much for your mortal form and you are rendered incapacitated for 1d4+4rounds.

Crystal Covens

Upon reaching level 2 as a Crystal Wytch, you are drawn to a collective of Wytches that share your passions, ideals, and magical affinities. Make a choice between the three outstanding covens of Ward, Weal, and Woe. This choice will automatically grant you 2 cantrips to add to your list, using the modifier of your Magic Initiate Feat. If you already know the cantrips offered by your Coven, you may choose different ones from your Magic Initiate list. You'll also gain additional features at levels 6, 10, 14, and 18, that manipulate your spells as your Coven teaches you to pull magic from Gierloh's Bindings.

Coven of Ward

Granted cantrips at level 2- Resistance and Blade Ward

The Coven of Ward are masterful abjurers and warders. They can help to protect from physical, magical, and even deeper harms with their precise control of the flow of magic drawn through their gems. Spread far and wide, Warders are the most expansive Coven, but they are also the rarest as their discipline is far more grooling and precise than that of the other Covens.

Crystal Cocoons

Starting at 6th level, whenever you cast an Abjuration spell, your gems form protective layers around you and allies within 15 ft. This spell energy varies in strength determined by the level of the spell you used. The shielding energy produced equals the spell level times your spell casting modifier. Eldritch Blast counts as a level 1 Abjuration spell for this effect. You are able to distribute this to yourself and allies as temporary hit points which last until depleted or you complete a short rest.

Emergence Fields

At level 10, you may use your action to infuse the ground around you with the magic stored within your gems. This will allow you to expend the use of any one of your Gem's spells to cast the Arcane Minefield spell, using your spell casting modifier where applicable. Once you use this feature, you may not use it again until you complete a long rest.

Gem Shield

Upon reaching 14th level, once per long rest as a bonus action, you may force your gems to take a defensive pose around you, providing a barrier against both spell and weapon. For one minute, or while your maintain concentration, you may use your reaction to expend a charge from your shield, one per gem, to make an attack against you automatically miss, or automatically succeed a saving throw. While the shield persists, you are not able to activate the spells of any of the gems used in the shield.

Tectonic Sealing

You learn the ultimate spell of the Coven of Ward at 18th level. You destroy the four gems you are attuned to cast the spell Imprisonment with the gems acting as any of the components for any desired form of prison. You may only have one Tectonic Seal active at a time, regardless of the form of Prison, it resembles a combination of the four gems used during the casting.

Coven of Weal

Granted cantrips at level 2- Spare the Dying and Mending

Collected in small pockets, usually in places that have known great strife turned to places of peace at their presence, the Coven of Weal are unparalleled healers. Capable of drawing Gierloh's own Life Essence to restore that of an individual they come in contact with, the Coven of Weal can harness the very core of the God of War in powerful bursts.

Recovery Conversion

At 6th level, you learn to alter the energy stored within your gems, converting it into Life Essence. As an action on your turn, you may expend any one of your Gem's spells to cast Cure Wounds at the same level of Gem's spell. (Note: all Gems have a level 2 spell as part of their innate power. You also gain additional spell levels for Gems as you progress in this class. Example, at the time of learning this feature, your gem Spells would be cast as a 2nd level spell, but at level 7, you Gem Spells are cast as if using one spell slot higher.)

Empowered Healing

Starting at level 10, your healing spells become much more impactful, increasing the amount of healing done equal to your Proficiency Bonus+your number of currently attuned gems.

Split Healing

Once you reach 14th level, your Gems disperse healing energy around you whenever you expend magic to restore a target's Life Essence. When you heal an ally by casting a spell from your spell list or Gem, you can heal another creature for half the amount of healing done if they are within 30 ft. of the target.

Enhanced Channeling

Your gems restore massive amounts of Life Essence by converting the most Primal parts of Gierloh into a wellspring of Life. Whenever you cast Cure Wounds, it is counted as if cast at a higher spell slot level, by a number of spell slots equal to ½ your currently attuned gemstones, to a maximum of a 9th level spell slot.

Coven of Woe

Granted cantrips at level 2- Magic Stone and True Strike

The Coven of Woe is the most prominent of the Covens. Most Crystal Wytches tend to be drawn to chaotic lives and use their magic to spread that wickedness across the realm. The Coven of Woe lends itself most well to this as they promote wanton violence, anarchy, and absolute destruction. They tend to be the most lustful, unpredictable, and, objectively, powerful of the Covens.

Gem Curse

Upon reaching 6th level, you're able to target an enemy as the source of your ire. Once per long rest per gem, while you have at least two gems attuned, you may cause one of your Gems to briefly attune itself to a target with 30 ft as a bonus action. This effect lasts for one minute, while the target remains alive, or you remain conscious, your magic is stronger against that foe. For the duration, you make Spell Attack rolls against the target with advantage and they make savings throws against your magic at disadvantage. While the Curse persists, you are not able to activate the spell of the Gem used to curse the target.

Empowered Spells

At 10th level, you are able to imbue your spells with deadly and potent force. When you cast a damage dealing spell of 1st level or higher, it deals additional damage equal to Proficiency bonus+your number of currently attuned gems. For the purpose of this ability, Eldritch Blast counts as 1st level spell.

Dual Charge

Once you reach 14th level, you may use each of your Gem's spells an additional time per long rest.

Crystalline Devastation

At 18th level, you're able to unleash the fury of Gierloh through your Gems in a reality warping blast of magic. On your turn, as an action, you grant yourself the effects of the Time Stop spell, with the caveat that it last for a number of rounds equal to your number of Gems that presently have a Spell Charge remaining. On each of the turns during the Time Stop Duration, you must use one of your Gem's spells used for the Crystalline Devastation ability. You are still able to use any other actions in the action economy during the Time Stop, such as bonus actions and movement, following the standard rules for spellcasting, but your actual Action must be spent using a Gem's Spell. You may choose the order in which you use the Gems' spells, but upon the final casting of a Gem Spell, Time Stop ends and initiative picks up in the order it previously held once you finish your turn.

Gemstone Attunement

The ritual performed to attune to a gem takes 1 hour, which can performed during a short rest. If you attune to a number of gems past your maximum, you chose which gems you remain attuned to. You gain special benefits determined by the gems you are attuned to. Note-Gem Attunement does not count against the number of items you may attune to.

Amber, Active Spell–Acid Arrow

Attuned	Effect
1	Resistance to Acid damage
2	Attackers within 15 ft. of you take your Spellcasting Modifier in Acid damage on a successful hit
3	Immunity to Acid damage
4	Impart Resistance to Acid damage to all allies within 15 ft of you

Amethyst, Active Spell-Mind Spike

Attuned	Effect
1	Resistance to Psychic damage
2	Attackers within 15 ft. of you take your Spellcasting Modifier in Psychic damage on a successful hit
3	Immunity to Psychic damage
4	Impart Resistance to Psychic damage to all allies within 15 ft of you

Diamond, Active Spell-Cloud of Daggers

Attuned	Effect
One	Resistance to Nonmagical Phsyical damage
Two	Attackers within 15 ft. of you take your Spellcasting Modifier in Piercing damage on a successful hit
Three	Immunity to Critical Hits
Four	Impart Resistance to Nonmagical Phsyical damage to all allies within 15 ft of you

Emerald, Active Spell-Ray of Sickness

Attuned	Effect
One	Resistance to Poison damage
Two	Attackers within 15 ft. of you take your Spellcasting Modifier in Poison damage on a successful hit
Three	Immunity to Poison Damage
Four	Impart Resistance to Poison damage to all allies within 15 ft of you

Jade, Active Spell-Shatter

Attuned	Effect
One	Resistance to Thunder damage
Two	Attackers within 15 ft. of you take your Spellcasting Modifier in Thunder damage on a successful hit
Three	Immunity to Thunder damage
Four	Impart Resistance to Thunder damage to all allies within 15 ft of you

Ruby, Active Spell-Scorching Ray

Attuned	Effect
One	Resistance to Fire damage
Two	Attackers within 15 ft. of you take your Spellcasting Modifier in Fire damage on a successful hit
Three	Immunity to Fire damage
Four	Impart Resistance to Fire damage to all allies within 15 ft of you

Sapphire, Active Spell-Snowball Swarm

Attuned	Effect
One	Resistance to Cold damage
Two	Attackers within 15 ft. of you take your Spellcasting Modifier in Cold damage on a successful hit
Three	Immunity to Cold damage
Four	Impart Resistance to Cold damage to all allies within 15 ft of you

Topaz, Active Spell-Aganazzar's Scorcher (Electric damage)

Attuned	Effect
One	Resistance to Electric damage
Two	Attackers within 15 ft. of you take your Spellcasting Modifier in Electric damage on a successful hit
Three	Immunity to Electric damage
Four	Impart Resistance to Electric damage to all allies within 15 ft of you