

WITCH: COVEN OF THE SKEIN

The coven of the Skein is one of magical bindings and arcane bonds. Witches of this coven are adept at spinning the threads of magic into more than just spells.

EXPANDED SPELL LIST

The Coven of the Skein allows you to prepare spells that every witch of the same coven also has access to. Your Witch spell list is expanded by the following spells that you may prepare. Cantrips: *Mage Hand*, *Sweet Treat* (*Valentines Spells*)

SKEIN MAGIC EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>Ceremony</i> , <i>Entangle</i> , <i>Snare</i>
2nd	<i>Rope Trick</i> , <i>Earthbind</i> ,
3rd	<i>Beacon of Hope</i> , <i>Fast Friends</i>
4th	<i>Fabricate</i> , <i>Grasping Vine</i>
5th	<i>Creation</i> , <i>Telepathic Bond</i>
6th	<i>Howling Chain</i> (EGM), <i>Read Object</i> (EGM)
7th	<i>Simbul's Spell Sequencer</i> (EGM)
8th	<i>Prismal's Wormhole</i> (EGM)
9th	<i>Mass Heal</i>

SPINNER OF YARNS

At first level when you choose this coven, you begin to understand the secret magics of the Skein. You gain proficiency with weavers tools, and may use them as an arcane focus.

Additionally, you gain an ability magically spin almost any material into a yarn, including metals, stones, and even gemstones. The more valuable the material, the longer this process takes, requiring a number of hours equal to 1/10th the material's value in gold. Once spun into yarn, materials maintain their original properties such as weight and durability with the exception of becoming flexible enough to knit or crochet together.

You may use your weaver's tools to knit these yarns into cloth and even armor that carries the same properties as if it were crafted of the same material through traditional means. Armor crafted from these magical yarns is considered light armor for the sake of proficiency, regardless of the material it is made of.



CHARMED STITCHES

Beginning at 3rd level, the yarns you spin are more than just precious and rare, they are capable of holding and channelling magic power of their own. During a long rest, you may create a magical charm which bestows one of the following benefits to whoever carries it:

- Choose one skill of your choice. While carrying this charm, when a creature makes a check using this skill and rolls lower than your proficiency bonus, they may treat the roll as equal to your proficiency bonus instead
- Choose one ability of your choice. While carrying this charm, when a creature makes a saving throw using this ability and rolls lower than your proficiency bonus, they may treat the roll as equal to your proficiency bonus instead
- While carrying this charm, a creature gains a bonus to their AC equal to 1/2 your proficiency bonus
- While carrying this charm, a creature's base movement speed is increased by a number of feet equal to proficiency bonus times 5.

You may have a maximum number of charms active at one time equal to your proficiency bonus + your spellcasting modifier. If you create a new charm and already have your maximum number of charms active, your oldest charm becomes nonmagical and inert, and no longer functions as a charm.



CROCHETED COMPANION

Starting at 6th level, you have learned to weave together your enchanted yarns to create body for your witch's familiar. When you cast Find Familiar, you may choose to cast the spell as an 8 hour ritual. If you do so, you may have your familiar take the form of any creature with a CR of 1/2 or lower, and gain the following attributes:

Your familiar gains additional hit points equal to your proficiency bonus multiplied by it's standard hit dice, and a bonus to it's AC, attack rolls, and damage rolls equal to your proficiency bonus. Your familiar is considered proficient in any saving throws and skills you are proficient in.

When you spend hit dice during a short rest, you may choose to regain no hit points to allow your familiar to regain these hit points instead.

Familiars summoned using this class feature appear as knitted, crocheted, or sewn versions of their associated creature.

FAMILIAR SANCTUM

As your magic goes stronger, the area around your sanctum begins to take on an air of homelike tranquillity. By 10th level, the area within 100ft of your sanctum artefact, is filled with familiar scents, and the sound of laughing children. Pleasant memories stir easily within the mind, darting like faint illusions through the landscape. The air is always warm and pleasant, even in the harshest winters, and injury or illness passes more quickly among the company of friends and family.

While within 100 ft of your sanctum, You and your allies cannot be lost, and always know each other's location. You and any creature wearing one of your charms recover from disease or exhaustion at twice the normal rate, and regain twice the number of hit points when spending hit dice during a short rest.

ARCANE UNWEAVING

As you reach 14th level, you have learned to make sense of the great weave of magic that flows through the world, and can pull apart these threads as easily as you knit them together. As a reaction when you or an ally within 30 ft is targeted by a spell, you may choose to cast *counterspell* at a level equal to your proficiency bonus without expending a spell slot. You may use this ability a number of times each day equal to your spellcasting modifier

HOME WHERE THE HEART IS

By 17th level, you have become accustomed to travelling, and even more accustomed to your friends and family, finding that home is truly found among those closest to you. When creating a sanctum artifact, the time it takes you to complete the ritual is reduced by a number of days equal to two + number of allies present during the ritual's casting. If this would cause the ritual to take zero days, it instead takes only an hour.

Additionally, creatures wearing one of your charms always know the safest and most direct route to your current sanctum, no matter their distance, and do not suffer exhaustion from travelling for more than 8 hours a day towards it

INSEPARABLE THREADS

Upon reaching 20th level, the yarns and stitches of your magic become infinitely more complex, binding you and your allies together. When you Cast a Spell of first level or higher, you may choose an ally currently wearing one of your charms to deliver the spell as if it had cast the spell. The Creature must be within 100 feet of you, and it must use its Reaction to deliver the spell when you cast it. If the spell requires an Attack roll, you use your Attack modifier for the roll.

CREDITS AND ACKNOWLEDGMENTS

SUBCLASS BY

DM CLOCKWORK DRAGON (Sebastian McCoy)
<https://dm-clockwork-dragon.tumblr.com/>
<https://ko-fi.com/U6U6GK7U>
<https://www.patreon.com/DMClockWorkDragon>
<https://discord.gg/jr3gMsZ>

COMISSIONED BY

Giggledustjedi

WITCH CLASS BY

Created by redditor /u/impersonater.

TEMPLATE AND BACKGROUNDS BY

NATHANAËL ROUX
<https://www.patreon.com/barkalotdesigns>

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To My wife, who has helped me playtest more versions of the class than I can count, And put up with my obsessive work.

And of course, to all my patrons and supporters, and to those fans who continue to enjoy my work. I love what I get to do for you guys, and hope to continue doing it far into the future

FAN CONTENT NOTICE

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IMAGES IN ORDER

Irma Knotskill - Cait May
<https://www.caitmayart.com/>

Fairytale House - JJ Peabody
<https://www.deviantart.com/jjpeabody>

Levy of the Skein: Charity and Kinship

The power that infuses your magic yarns is that of friendship and family, and so the price of Skein magic is to offer kindness to others, such that bonds both new and old might fill the magical weave.

Charity. You may never refuse to share what you have to those who come to you in good faith. Your home, your food, your blessings, such things are always open to those in need. You may never turn away a stranger so long as they bear no ill will towards you or your kin.

Kinship. In order for your magic to grow stronger, your bonds must grow stronger and more numerous as well. Each time you gain a witch level, you must spend 10gp per level worth of materials to create a special token of kinship, which you offer to a friend or companion. So long as this token remains in the possession of the chosen creature, you always know that creature's state of health, and general location.

AUTHOR'S NOTES

This subclass was done on commission for one of my patrons, who was looking for the perfect class to build her Grandmotherly Spellcaster. She wanted something that combined a number of difficult elements with an overall theme of knitting/crochet.

Normally, I try to stay away from making subclasses for homebrew classes other than my own, because balancing a new subclass on top of a class that may or may not already have balance issues of its own is often headache inducing to say the least, and over the course of this project, I think we went through a total of 6 different possible classes before finally settling on the Witch. Even then, incorporating both a useful companion creature, and a sort of crafting system for buffing allies was tricky, and the project took far longer than I had planned

In the End though, I think it turned out well enough, and while perhaps not my best work, I think I can call myself proud of the result