

# WITCH

*A Wyrd Spellcasting Class for Tales of the Valiant*

*PLAYTEST v.1*

## THE WITCH

— Spell Slots Per Spell Level —

Level	PB	Features	Cantrips Known	Rituals Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Coven	2	1	2	—	—	—	—	—	—	—	—
2nd	+2	Hex	2	1	3	—	—	—	—	—	—	—	—
3rd	+2	Witch Subclass	2	2	4	2	—	—	—	—	—	—	—
4th	+2	Improvement	3	2	4	3	—	—	—	—	—	—	—
5th	+3	Cackle (1d6)	3	3	4	3	2	—	—	—	—	—	—
6th	+3	Extend Hex	3	3	4	3	3	—	—	—	—	—	—
7th	+3	Subclass Feature	3	4	4	3	3	1	—	—	—	—	—
8th	+3	Improvement	3	4	4	3	3	2	—	—	—	—	—
9th	+4	Cackle (2d6)	3	5	4	3	3	2	1	—	—	—	—
10th	+4	Heroic Boon	3	5	4	3	3	2	1	—	—	—	—
11th	+4	Suclass Feature	4	6	4	3	3	2	1	1	—	—	—
12th	+4	Improvement	4	6	4	3	3	2	1	1	—	—	—
13th	+5	Cackle (3d6)	4	7	4	3	3	2	1	1	1	—	—
14th	+5	Remove Hex	4	7	4	3	3	2	1	1	1	—	—
15th	+5	Subclass Feature	4	8	4	3	3	2	1	1	1	1	—
16th	+5	Improvement	4	8	4	3	3	2	1	1	1	1	—
17th	+6	Cackle (4d6)	4	9	4	3	3	2	1	1	1	1	1
18th	+6	Unending Hex	4	9	4	3	3	3	1	1	1	1	1
19th	+6	Improvement	4	9	4	3	3	3	2	2	1	1	1
20th	+6	Epic Boon	4	9	4	3	3	3	2	2	2	1	1

## CORE WITCH TRAITS

Primary Ability	Intelligence
Hit Point Die	D6 per Witch level
Saving Throw Proficiencies	Intelligence and Charisma
Skill Proficiencies	Choose 2: Arcana, Medicine, Nature, Perception, Persuasion, and Survival
Tool Proficiencies	Herbalism Kit
Weapon Proficiencies	Simple weapons
Armor Training	None
Starting Equipment	You start with the following equipment, in addition to the equipment granted by your background: (a) a quarterstaff or (b) a dagger (a) a component pouch or (b) an arcane focus (a) a scholar's pack or (b) an explorer's pack A spellbook

## SPELLCASTING

### 1st-Level Witch Feature

As a student of Wyrd magic, you have a spellbook containing spells that show the first glimmerings of your true power.

## CANTRIPS

At 1st level, choose three cantrips from the Wyrd spell list to learn. You choose more Wyrd cantrips to learn at higher levels, as shown in the Cantrips Known column of the Witch Progression table.

## SPELLBOOK

At 1st level, your spellbook contains six 1st-circle Wyrd spells of your choice. It is the repository of all the Wyrd spells you know—except for your cantrips, which are so simple and well-rehearsed that you don't even need to write them down.

## PREPARING SPELLS

You must prepare spells in advance before you can cast them. You can prepare any spell in your spellbook for which you have Wyrd spell slots. (You determine which spell slots you can access by checking your level on the Witch Progression table.) You can choose a number of spells equal to your INT modifier + your witch level (minimum of one spell). This is your list of prepared spells from which you can cast.

Preparing a new list of spells requires time studying your spellbook and re-memorizing incantations and gestures: at least 1 minute per spell circle for each spell you change. You can change your list of prepared spells as part of a long rest.

## CASTING SPELLS

You have prepared a number of spells and can cast any of them by using an Wyrd spell slot of the spell's circle or higher.

The Witch Progression table shows how many Wyrd spell slots you have at a given level. For example, at 3rd level, you have four 1st-circle and two 2nd-circle spell slots, and with a 16 INT, you can have six prepared spells of 1st or 2nd circle, in any combination. You only have two spell slots for 2nd-circle spells though, so if you prepare only 2nd-circle spells, you won't be able to use your 1st-circle spell slots at all.

Casting a spell doesn't remove it from your list of prepared spells, it just uses up a spell slot. You regain all used spell slots when you finish a long rest.

## LEARNING SPELLS OF 1ST CIRCLE AND HIGHER

Each time you gain a witch level, you can add two Wyrd spells of your choice to your spellbook for free. Each spell must be of a circle for which you have Wyrd spell slots, as shown on the Witch Progression table. During your adventures, you might also find other Wyrd spells to add to your spellbook.

## SPELLCASTING ABILITY

Intelligence (INT) is your spellcasting ability. Your INT modifier determines the save DC or the attack modifier for certain spells you cast:

**Spell save DC** = 8 + your proficiency bonus (PB) + your INT modifier

**Spell attack modifier** = your proficiency bonus (PB) + your INT modifier

## RITUALS

You can also cast a type of long-form spell called a ritual. Rituals don't need to be prepared, and they don't use up spell slots.

At 1st level, choose one ritual from the Wyrd ritual list. You learn more rituals at higher levels, as shown in the Rituals Known column of the Witch Progression table, but only from a circle for which you have spell slots. Rituals you learn don't count against the number of spells you learn at each level.

Rituals are contained in your spellbook alongside your regular spells, and new rituals written on spell scrolls can be copied into your spellbook like normal Wyrd spells.

## SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your Wyrd spells.

## COVEN

### 1st-Level Witch Feature

Select a number of allies up to your PB as coven members. Each member must have the spellcasting class feature. Each member gains a +1 bonus to your Spell Save DC and Spell Attack Modifier for each other coven member within 30 feet.

## HEX

### *2nd-Level Witch Feature*

A witch's hex is a powerful disruptive magical effect. As a magical action you can hex a target you can see within 60 feet. Until the end of your next turn, you target has disadvantage on Ability Checks, Attack Rolls, and Saving Throws. You may use this feature a number of times equal to your proficiency bonus. You regain all expended uses of this ability whenever you finish a short or long rest.

## WITCH SUBCLASS

### *3rd, 7th, 11th, and 15th-Level Witch Feature*

Choose a subclass that reflects your specialized field of magical study. Your choice grants you features at 3rd, 7th, 11th, and 15th level.

- **Green Witch**
- **Hearth Witch**

## IMPROVEMENT

### *4th, 8th, 12th, 16th, and 19th-Level Wizard Feature*

Choose one of the following improvements (ability scores can't be raised above 20 with this feature):

- Increase a single ability score by 2.
- Increase two different ability scores by 1 each.
- Increase one ability score by 1 and select a talent from the magic talents list.

## CAKCLE

### *5th, 9th, 13, and 17th-Level Witch Feature*

A cackle rises from your throat, disturbing anyone who hears it. Any hostile creatures able to hear your cackle within 30 feet makes a WIS save against your Spell Save DC + your CHA modifier (minimum +1). Each affected creature takes 1d6 psychic damage on a failed save, half as much on a successful save.

The amount of damage you deal increases as your Witch level increases - 2d6 at 9th-level, 3d6 at 13th-level, and 4d6 at 17th-level.

## EXTEND HEX

### *6th-Level Witch Feature*

When you use the Hex feature, you may extend the duration of its effect to 1 minute by using your concentration.

## HEROIC BOON

### *10th-Level Witch Feature*

Your commitment to the witch's path grants you a powerful new ability. Choose one of the following heroic boons:

- **Frightful Cackle** Whenever you use the Cackle feature, creatures that fail their saving throw are Frightened.
- **Threefold Law.** Whenever you are the target of an attack or harmful spell, you may use your reaction to apply your Hex feature to the creature who triggered this feature.

## REMOVE HEX

### *14th-Level Witch Feature*

You have learned how to remove the hexes of other witches. As an action, you touch a target suffering from a Hex and make an INT save against the Spell Save DC of the original giver of the hex. On a success, you remove the hex from its target. If you beat the DC by 5 or more, you may recover one spent use of your Hex feature.

## UNENDING HEX

### *18th-Level Witch Feature*

When you use the Hex feature, its effects are permanent until removed with the Remove Hex feature, Remove Curse spell, or something more powerful.

## EPIC BOON

### *20th-Level Witch Feature*

Your commitment to the witch's path grants you a powerful new ability. You gain the following epic boon:

- **Crone's Prowess.** You can use the Hex feature an unlimited number of times. In addition, you can ignore the verbal and somatic components of Wyrds spells, as well as any material components that lack a cost.

## CREDITS

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