Grand hexes

The Grand Hexes below are presented in alphabetical order. Unless otherwise stated, if a grand hex calls for an attack roll or saving throw, it uses your spell attack bonus or spell save DC. Grand hex features do not count as hexes.

CAULDRON

You can brew potions in a bubbling cauldron using raw components scavenged from nature. To this end, you have a pool of alchemy points equal to half your witch level, rounded down. You regain all expended alchemy points when you finish a long rest. You can spend 10 minutes and expend an number of alchemy points to brew potions. These potions retain potency for 24 hours, after which they become inert. If a potion calls for a saving throw, it uses your spell save DC. The potions available for you to brew are given on the Cauldron Potions table below.

Cauldron Potions

Potion Alchemy Points

Potion of Animal Friendship 1

Potion of Growth 1

Potion of Healing 1

Potion of Water Breathing 1

Oil of Slipperiness 2

Philter of Love 2

Potion of Greater Healing 2

Potion of Heroism 2

Potion of Resistance 2

Potion of Clairvoyance 3

Potion of Diminution 3

Potion of Gaseous Form 3

COVEN

You can induct others into your insidious coven. By performing a special ritual over the course of 8 hours, which can be done during a long rest, you can intermingle your cursed magic with a willing creature which has the Spellcasting or Pact Magic feature. This creature enters into your coven. You can have up to two creatures other than yourself in your coven at one time. While two or more members of your coven are within 30 feet of one another, they gain the ability to cast additional spells, as shown on the Coven Spellcasting table. Additionally, members of your coven gain access to a shared pool of 5 spell slots— one of each level, from 1st to 5th level—which they can use to cast any spell known to them. Expended spell slots are regained when all members of the coven finish a long rest. Coven members use their own spellcasting ability to determine spell attack bonuses and spell save DCs. A coven member can’t cast spells of a level for which they do not have personal spell slots, even if using a higher level shared spell slot. A shared spell slot can be used, for instance, to cast a lower level spell at higher levels, but it can’t be used to cast a spell normally too high-level for a spellcaster.

Coven Spellcasting

Spell Level Spells

1st bane, hideous laughter

2nd invisibility, ray of enfeeblement

3rd bestow curse, counterspell

4th banishment, polymorph

5th contagion, scrying

(VARIANT COVEN FROM HAGS? DEATH, NATURE...)

DUAL HEX

When you cast a hex which targets one creature, you can target two creatures instead. While both targets are under the effect of your hex, you gain the benefits of your Insidious Spell feature against each of them.

FORCEFUL PERSONALITY

Your Charisma score increases by 2, to a maximum of 22.

HYBRID

As a bonus action, if your familiar is within 5 feet of you, you can meld with it, transforming into a magical hybrid. For the next minute, you gain the following benefits:

• You gain temporary hit points equal to your familiar's hit points.

• Your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier, as long as you are not holding a shield.

• You gain two natural melee weapons, corresponding to your familiar's attacks. You have proficiency with these weapons, and use Charisma for the attack and damage rolls. On a hit, these natural weapons deal 1d10 bludgeoning, piercing, or slashing damage (your choice).

• You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.

• You can use any action or movement your familiar possesses.

This transformation lasts one minute or until you dismiss it on your turn (no action required). When it ends, your familiar is dismissed, and you can't summon it again until you finish a short or long rest.

POISON APPLE

As an action, you can produce a magical apple out of thin air. This apple can possess whatever appearance you wish, be that a ruby red coloration, a golden skin, or the appearance of crystal. On your turn, you can use your action to eat the apple, granting you the
following benefits:

• You regain hit points equal to twice your witch level, plus your Charisma modifier.

• You regain an expended spell slot of 5th level or lower.

• You can end one of the following conditions affecting you: blinded, deafened, paralyzed, or poisoned.

However, the apple is suffused with your insidious magic. If a creature other than yourself eats the apple, it does not gain any benefits and instead must make a Wisdom saving throw against your spell save DC with disadvantage. On a failed save, the creature becomes poisoned for up to 24 hours. For each hour the creature is poisoned, it loses 4d8 hit points. This loss can't be reduced or avoided. If this reduction causes the creature to drop to 0 hit points, the creature instead drops to 1 hit point and falls
into a catatonic sleep, remaining unconscious for up to 7 days. A remove curse spell or similar magic can awaken this creature early. The apple shrivels and become nonmagical if it isn't eaten in 24 hours. Once you produce a magic apple, you can't produce another one until you finish a long rest.

POSSESSION

As an action, your body becomes immaterial, and your spirit dives into a Large or smaller creature you can see within 10 feet of you in an attempt to possess it. This target must make a Charisma saving throw. A creature with a challenge rating greater than your witch level automatically succeeds on this save. On a failed save, you disappear and the target becomes incapacitated and possessed; you gain control of its body but don’t deprive the target of its awareness. While possessing the creature, you can’t be targeted by any attack, spell, or other effect. You maintain your Intelligence, Wisdom, and Charisma ability scores and your alignment, but otherwise use the creature’s statistics. You don’t gain access to the target’s knowledge, class features, or proficiencies. For the purposes of spells and effects which can end possession, such as the spell dispel evil and good, you are treated as an undead spirit and can be banished from the target, returning to your own body, which rematerializes within 5 feet of the target. This possession lasts for 1 hour, or until the body drops to 0 hit points or you are forced out by a spell or other magical effect that ends possession. Once you use this ability, you can’t do so again until you finish a long rest.

WAR HEX

When you cast a hex that targets a single creature, you can use your bonus action to cast a cantrip targeting the same creature.

WITCH'S BROOM

You can use your action to enchant a mundane object—like a broom, cauldron, or rug—to fly for you. You gain a flying speed of 60 feet while holding this item with one hand, as long as you are not wearing medium or heavy armor, or wielding a shield. You can only enchant one object using this ability at a time. If you target another object using this effect, the enchantment on the previous object ends.

WITCH'S HUT

You can perform a 24-hour long ritual to enchant a structure which can fit within a 15-foot cube, animating it as a Huge object, as per the animate objects spell. The structure rises up on a pair of magical legs and follows your commands. The entrance to the structure is linked to an extradimensional abode, as per the magnificent mansion spell. You can command the structure from inside this abode. If the structure is destroyed, the extradimensional abode is unharmed, but its occupants are ejected to unoccupied spaces adjacent to the structure. As an action, you can

teleport the structure to an unoccupied space within 60 feet of you. Once you teleport the structure, you can’t do it again until you finish a long rest. You can repeat the 24-hour ritual to end the
enchantment on your previous structure and enchant a new one.

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