Hexes

ABATE

As an action, choose one creature you can see within 60 feet of you to make a Charisma saving throw. On a failed save, the creature can’t take reactions until the end of your next turn.

APATHY

As an action, choose one creature you can see within 60 feet of you to make a Charisma saving throw. On a failed save, until the end of your next turn, the creature becomes indifferent toward one creature of your choice that it is hostile towards. This indifference ends if the target is attacked or harmed by a spell by the creature to which it is indifferent. When the hex ends, the creature becomes hostile again, unless the GM rules otherwise.

BECKON FAMILIAR

You can cast the find familiar spell as an action without expending a spell slot or spell components. Once you cast this spell in this manner, you can’t do so again for 1 minute. You must have the Familiar feature to choose this hex.

BLEEDING

As an action, choose one creature you can see within 60 feet of you to make a Constitution saving throw. On a failed save, each time this creature takes damage, it loses an additional 1d4 hit points. This effect lasts until the end of your next turn.

CHARM

As an action, choose one creature you can see within 60 feet to make a Wisdom saving throw. On a failed save, the creature is charmed by you until the end of your next turn. When the hex ends, the creature knows it was charmed by you.

DIRE FAMILIAR

As an action, you can bolster your summoned familiar. For 1 minute, your familiar's current and maximum hit points is increased by twice your witch level and it gains a bonus to its damage rolls equal to your Charisma modifier. You can cast other hexes while this hex is in effect. Once you cast this hex, you can't cast it again until your familiar is dismissed, or until its duration expires. You must have the Familiar feature to choose this hex.

DISORIENT

As an action, choose one creature that you can see within 60 feet to make a Constitution saving throw. On a failed save, whenever this target makes an attack roll before the end of your next turn, it must roll a d6 and subtract the number rolled from the attack roll.

DOOMWARD

As an action, choose one friendly creature other than yourself you can see within 60 feet. If this creature drops to 0 hit points before the end of your next turn and doesn't die outright, it drops to 1 hit point instead. This hex then ends and can't be used to target the same creature until you finish a short or long rest.

DUPLICITY

As an action, you can create an illusory duplicate self, composed of shadowstuff, to confuse your enemies. When a creature attacks you, roll any die. On an odd number, the attack strikes the duplicate and misses, regardless of its roll, and the hex ends. On an even roll, the attack targets you as normal. This effect lasts until the end of your next turn.

EVIL EYE

As an action, choose one creature you can see that can see you within 60 feet to make a Wisdom saving throw. On a failed save, the creature is frightened of you until the end of your next turn.

FORTUNE

As an action, choose one friendly creature other than yourself you can see within 60 feet. The creature has advantage on saving throws until the end of your next turn.

GO UNSEEN

As an action, you and your familiar become invisible. The effect ends at the end of your next turn, or if you or your familiar attack or cast a spell. Once you cast this hex, you can't cast it again for 1 minute.

HOBBLE

As an action, choose one creature you can see within 60 feet of you to make a Strength saving throw. On a failed save, the creature's movement speed is reduced to 10 feet until the end of your next turn. If the creature is flying, it falls.

KNOWING

As an action, you open your third eye and become intuitively aware of your surroundings. You have advantage on Wisdom (Insight) rolls until the end of your next turn. Additionally, choose of the following pieces of information:

• If a creature can speak a language
• If a creature is at or below half its maximum hit points
• What a creature's lowest ability score is

You learn that piece of information for each creature within 30 feet. You can only learn one of these things about a creature, even if you cast this hex more than once.

MIRE

As an action, you can transform the ground within 30 feet of where you cast this hex into murky swamp, which is difficult terrain. You can move without penalty in this area. This effect lasts until the end of your next turn.

MISFORTUNE

As an action, choose one creature you can see within 60 feet. Until the end of your next turn, whenever this creature rolls a 20 on a d20 roll, the roll instead becomes a 1.

OBFUSCATE

As an action, you create a 20-foot radius sphere of fog centered on yourself. The sphere spreads around corners, and its area is heavily obscured. This effect lasts until the end of your next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

PEACEBOND

As an action, you can lock weapons to their owners. The weapons and ammunition of each creature within 30 feet become locked in their sheaths, quivers, or holsters until the end of your next turn. During this time, a creature can use its action to free its weapon with a Strength check, opposed by your spell save DC.

POX

As an action, choose one creature you can see within 5 feet to make a Constitution saving throw. On a failed save, the creature is poisoned until the end of your next turn.

RUIN

As an action, choose one creature you can see within 60 feet to make a Constitution saving throw. On a failed save, the creature's Armor Class decreases by 3, to a minimum of 10, until the end of your next turn.

SCURRY

As an action, a nonmagical object you choose within 30 feet sprouts legs and runs away. You can't target an object that weighs more than 10 pounds, nor can you target one that is being worn as clothing or armor; however, you can target certain objects that are being carried, as long as they are not affixed entirely around a creature's body and are not being held in a hand. For example, you can't target a creature's helmet or a sword it is wielding, but you can target a drawstring pouch it is wearing or a dagger that is
sheathed at its side. The object animates, wriggles free of its owner, if it has one, sprouts two legs, and moves 20 feet in a direction you choose. At the beginning of your turn, you can choose which direction the object moves. The object has an AC of 10, if its AC was not already higher, and remains animated until the end of your next turn, or until it is picked up.

SHRIEK

As a bonus action, you can release a thunderous, blood-curdling screech. Each Large or smaller creature you choose within 5 feet of you is pushed 5 feet away from you.

SLUMBER

As an action, choose one creature you can see within 60 feet to make a Wisdom saving throw. On a failed save, the target falls unconscious until it takes damage, or until the end of your next turn. Undead, creatures which are immune to being charmed, and creatures whose current hit points are greater than five times your witch level are immune to this effect.

SLUR

As an action, choose one creature you can see within 60 feet to make a Charisma saving throw. On a failed save, the creature can't speak coherently until the end of your next turn. If the creature attempts to cast a spell that requires a verbal component, it must roll a d20. On an odd roll, the casting fails.

TREMORS

As an action, you can create a small quake. Each creature on the ground within 10 feet of you must succeed a Dexterity saving throw or be knocked prone.

WARD

As an action, choose 1 creature you can see other than yourself within 60 feet. Each time the creature takes damage before the end of your next turn, it reduces the damage it takes by 3.

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