# **COVEN OF HEXES**

### Master a Witch's Most Ancient Power

While other witches may focus on the finer details of alchemy, or strengthening the bonds between summon and master, those who join the coven of hexes focus on a longstanding tradition, and staple of witchen magic: hexes. While every witch is capable of learning these secretive magics, those who enter this coven become true masters of using others as puppets.

## LEVEL 3: COVEN SPELLS

Each coven specializes in particular forms of arcane manipulation. One of the ways this is represented is by a number you always have ready. When you reach a Witch level specified in the Hex Spells table, you thereafter always have the listed spells prepared.

### HEX SPELLS

Witch Levels	Spells
3	Bane, Haunting Memory, Heat Metal, Zone of Truth
5	Bestow Curse, Remove Curse
7	Locate Creature, Phantasmal Killer
4	Contagion, Dream
LEVEL 3: DILIGENT HEXER	

You have spent time studying ancient scrolls and tomes for every possible hex that exists. When you join this coven, you learn two hexes of your choice that you are the proper level for and that you don't already know.

When you gain a level in this class, you can replace one of these hexes with another that you are the proper level for and that you don't already know. You also always have the Witch's Hex spell pre pared.

### LEVEL 6: INSIDIOUS HEX

Your hexes have an insidious nature to them. When you cast a Witch spell that affects a creature under the effects of one of your hexes, that creature has Disadvantage on its first saving throw against the spell.

## LEVEL 10: DUAL HEXES

You are capable of duplicating your hexes onto multiple targets. When you cast a hex on a creature (other than Posses), you can choose a second creature within range to also be affected by the hex.

## LEVEL 14: SHARED HEXES

Your mastery over hexes allows you to share them with others. Any creature in your coven, while they are in range of your Coven Casting feature, can also cast any hex that does not have a level prerequisite.

