

Basic Hexes for the Busy & Vexed

A book containing Beginner-level Hex spells

Knockback

Beginner-level Maledictions (Hex)

Spell Type: Instant
Incantation: *flipendo*
Range Close
Resist: Strength
Negation: Blockable and Dodgeable

A wave of energy strikes into the target, causing 1d8 force damage, and if the target fails to Resist, pushing the target backwards up to 1 metre.

Each additional casting level dedicated to this spell increases the power of the energy-wave: do an additional 1d8 force damage and push the target back an extra 2 metres.

Magnetising Strike

Beginner-level Maledictions (Hex)

Spell Type: Instant
Incantation: *adtraho*
Duration 30 seconds
Range Close
Resist: Acrobatics or Speed

A pulse of energy streaks out towards the target faster than a normal 'dodge' could avoid.

On a failed Resist, the target takes 1d8 force damage, and becomes mildly magnetic. All attacks made on them with melee weapons made of metal are at advantage for the duration of the spell..

Gain an additional 1d8 force damage for every additional casting-level dedicated to this spell.

Mortar Pulse

Beginner-level Maledictions (Hex)

Spell Type: Instant
Incantation: *sivango*
Range Close
Resist: Acrobatics

Raising your wand into the air, you send a small blue blob arcing upwards until it smashes down onto a targeted area within range, releasing a pulse out into a circle 3 metres in radius.

All beings take 1d4 concussive damage, halved on a successful Resist.

Gain an additional 2d4 concussive damage for every additional casting-level dedicated to this spell.

Rainbow Sparks

Beginner-level Maledictions (Hex)

Spell Type: Instant
Incantation: *verdimillious*
Range Close
Negation: Blockable and Dodgeable

Shoots a packet of small sparks from your wand, which rocket from the end of your wand towards a single enemy.

You may choose the colour of the sparks from red, blue, green or yellow. The colour of the sparks reflects the damage done: fire, cold, acid and electric respectively.

Each packet does 1d8 damage of the chosen type.

Create an additional packet of sparks for each level above Beginner used to cast this spell.

Sting

Beginner-level Maledictions (Hex)

Spell Type: Instant
Incantation: *ictus*
Range Sight
Negation: Blockable

A blast of purplish energy rockets from your wand, seeking to strike the enemy in the face. Stings the target for 1d6+1 poison damage.

Gain an additional 1d6 poison damage for every additional casting-level dedicated to this spell.

Ticklish Blast

Beginner-level Maledictions (Hex)

Spell Type: Instant
Incantation: *rictumsempra*
Duration 1 minute
Range Close
Negation: Blockable and Dodgeable

When this spell touches the target, they take 1d6 concussive damage, and in addition they begin chuckling uncontrollably for the duration of the spell, reducing their awareness of their surroundings.

The target takes disadvantage on all perception checks for the duration.

Gain an additional 1d6 Concussive damage for every additional casting-level dedicated to this spell.