



## HEXBLADE

You see a man standing lightly armored, with a sword in his hands. Fighting some sort of evil, then suddenly his eyes turns a vibrant purple and his foe seems to take the hits worse and worse, almost as if the foe have been cursed. Whatever evil he is facing cast some spell at the man, yet despite the fire, explosion and certain doom he seems to walk out without as much as a scratch.

Holding his hands above himself toward a crowd of people, stands a elf, his eyes vibrant purple and everyone seems to just listen and hang at his every single word. Everyone seems to love him wanting to do what he says even when he asks the crowd to execute a random they seem happy to do it. Whatever they use it for all hexblades use some sort of dark enchanting magic, it seems to be able to enchant both themselves and everyone around them, yet they are still dangerous martial combatants.

### FIGHT FIRE WITH FIRE

Hexblades excel at fighting dark magic by utilizing their own dark magic to do so.

### FIGHTING MEN

Hexblade are taught, or simply learn themselves, how to fight as well as how to use magic.

### CREATING A HEXBLADE

When you are making your hexblade think about why he learns to use this dark magic. Is it to kill evil casters, do he want to gain power and fame, or does he have some other goal he want to accomplish with it. Who taught you the secrets of the hexblade, what

lead to him or her accepting you as an apprentice? Did you do something for your teacher or maybe the opposite? Did your master simply force into this life?

### QUICKBUILD

You can quickly make a Hexblade by doing the following.

First make Charisma your highest ability score, followed by either Strength or Dexterity.

Second choose the Soldier background

Third choose a greatsword if your Strength is greater than your Dexterity, otherwise choose a rapier

### CLASS FEATURES

As a hexblade you gain the following class features.

#### HIT POINT

**Hit Dice:** 1d10 per hexblade level

**Hit Points at 1st level:** 10 + your Constitution modifier

**Hit Points at higher level:** 1d10 (or 6) + your Constitution modifier per hexblade level after 1st

#### PROFICIENCIES

**Armor:** Light and medium armor, no shields

**Weapons:** All simple and martial weapons

**Tools:** Choose one type of artisan's tools, or one musical instrument

**Saving Throws:** Charisma, Dexterity

**Skills:** Choose two from Acrobatics, Arcana, Athletics, Insight, Deception, Intimidation

### THE HEXBLADE

Level	Proficiency Bonus	Features	Spells Known	Spell Slots per Spell Level				
				1st	2nd	3rd	4th	5th
1st	+2	Cantrips, Hexblades Curse	-	-	-	-	-	-
2nd	+2	Fighting Style, Arcane Resistance, Spellcasting	2	2	-	-	-	-
3rd	+2	Arcane Path	3	3	-	-	-	-
4th	+2	Ability Score Improvement	3	3	-	-	-	-
5th	+3	Extra Attack	4	4	2	-	-	-
6th	+3	Entropic Ward	4	4	2	-	-	-
7th	+3	Path Feature	5	4	3	-	-	-
8th	+3	Ability Score Improvement	5	4	3	-	-	-
9th	+4	-	6	4	3	2	-	-
10th	+4	Dire Hex	6	4	3	2	-	-
11th	+4	Path Feature	7	4	3	3	-	-
12th	+4	Ability Score Improvement	7	4	3	3	-	-
13th	+5	-	8	4	3	3	1	-
14th	+5	Swift Spell	8	4	3	3	1	-
15th	+5	Touch of disruption	9	4	3	3	2	-
16th	+5	Ability Score Improvement	9	4	3	3	2	-
17th	+6	Path Feature	10	4	3	3	3	1
18th	+6	Improved Arcane Resistance	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Bringer of Destruction	11	4	3	3	3	2

## EQUIPMENT

You start with the following equipment in addition to the equipment granted by your background.

- Any martial melee weapon
- (a)A scale mail or (b) a studded leather
- (a)A crossbow and 20 bolts or (b)5 javelins
- (a)A dungeoneer's pack or (b)a explorers pack

If your gm allows you to purchase your equipment you start with 5d4x10 gold

## CANTRIPS

At first level you learn the cantrips: *dancing lights*, *prestidigitation* and *magehand*

## HEXBLADES CURSE

At 1st level you can cast hex at a target creature. This functions exactly like the spell, as if cast from your highest spell slot. This requires concentration.

After you use this ability you have to complete a short rest to use it again

At every level you gain access to a new spell level you can use. Hex one additional time per short rest.

## ARCANE RESISTANCE

At 2nd level you can add your proficiency bonus to any save

against spell effects, if you don't already have proficiency in the save used against that spell.

## FIGHTING STYLE

At 2nd level choose one of the following fighting styles and gain its benefits

### DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

### DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

### GREAT WEAPON FIGHTING

When you roll a 1 or a 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

### TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the bonus action attack.

## SPELLCASTING

By the time you reach 2nd level, you have learned to use some sort of magic, most probably thinks it comes from the same patrons that warlocks draw their power from, but noone really knows. You learn to cast arcane spells much the same way a

sorcerer does, however in a more restrictive manner. See chapter 10 of the PHB for the general rules of spellcasting.

### SPELL SLOTS

The Hexblade table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example if you know the 1st level spell *Charm Person* and have at least a 1st-level and a 2nd-level spell slot available, you can cast it using both.

### SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the hexblade spell list.

The Spells Known column of the hexblade table shows when you learn more hexblade spells of your choice. Each of these spells must be of a level of which you have spell slots. For instance when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one hexblade spell you know and replace it with another spell from the hexblade spell list, which also must be of a spell level you have spell slots.

### SPELLCASTING ABILITY

Charisma is your spellcasting ability for your hexblade spells, since your magic draws through yourself. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a hexblade spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

### ARCANE PATH

At 3rd level you choose your arcane path, to show how you want to use your magical powers. Choose Witch hunter, Beguiler or Hexer, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 11th and 17th level

### ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

### ENTHROPIC WARD

At 6th level you can use your reaction to impose disadvantage against a attack.

Once you have used this ability you must complete a short rest to regain it.

### DIRE HEX

At 10th level when an ally attack a creature that you have hexed, you can use an reaction to cause your allies attacks to count as yours for the purpose of *hex*, this lasts his whole turn.

You can use this ability a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

### SWIFT SPELL

At 14th level you can cast a hexblade spell of level 1 or higher as a bonus action, but after doing this you have to complete a short rest to do it again.

### TOUCH OF DISRUPTION

Beginning at 15th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature a number of times equal to your Charisma modifier (a minimum of once).

You regain expended uses when you finish a long rest.

### IMPROVED ARCANE RESISTANCE

at 18th level you have advantage on saves against spell effects, and you have resistance to spell damage.

### BRINGER OF DESTRUCTION

at 20th level you can as a bonus action you can cast *hex* on every creature within 60 feet of you.

Additionally all allies can trigger these Hexes for 1 minute.

### ARCANE PATHS

Different hexblades choose to use their powers for different purposes. The arcane path you choose tries to emulate what approach you take.

### WITCHHUNTER

The typical witch hunter, he hunts and kills casters that are using their powers to wrong other people.

#### SPELLS

Hexblade Level	Spells
3rd	<i>entangle, detect magic</i>
5th	<i>silence, hold person</i>
9th	<i>slow, counterspell</i>
13th	<i>freedom of movement, arcane eye</i>
17th	<i>telekinesis, dispel evil and good</i>

You get these spells as known at the listed level, these known spells are in addition to you normally known spells.

Additionally you gain the cantrip *resistance*

### DISRUPTING SHOUT

Beginning when you choose this path at 3rd level, you learn to make a special yell that can cause casters to fail in concentrating on a spell or even casting it in the first place.

As an reaction or action you can let out a shout, any spellcaster within 10 feet of you currently casting a spell or concentrating on a spell must make a concentration check against your Spell save DC or lose concentration. If they were casting a spell they simply fail in the casting, but regain the spell slot after 1d4 rounds.

After using this ability you have to complete a short rest before you can use it again.

### DEFLECTING STRIKE

At 7th level, you can use your reaction to attempt to block an incoming spell attack with your blade. You make an attack roll

as normal against the spell. It has an AC equal to the casters attack roll for the spell. If you hit the spell you destroy the spell. This ability works only against spells with attack rolls.

## ANTIMAGIC

At 11th level, you can create an area where no magic is capable of functioning. You can cast the spell *antimagic field* with the change that it lasts for only 10 minutes.

You can use this ability a number of times equal to your Charisma modifier before having to complete a long rest to regain all uses.

## MAGIC DESTRUCTION

At 17th level you become capable of turning any casters own magic powers against them. When you make an attack against a caster you cause them to take damage. This damage is a number of d10's equal to your Charisma modifier + your targets highest unexpended spell slot.

For example if you attack a level 17 Wizard and choose to use this ability, and you have a Charisma of 20, he would take 14d10 damage. 9 from his unexpended 9th level spell slot and 5 from your Charisma modifier.

After using this ability you have to complete a long rest before using it again.

## BEGUILER

Beguilers are the hexblades that decide to take what they want, either though force or by beguiling people to give them everything.

## SPILLS

### Hexblade Level Spells

3rd	<i>compelled duel, charm person</i>
5th	<i>alter self, enthrall</i>
9th	<i>nondetection, fear</i>
13th	<i>confusion, compulsion</i>
17th	<i>hold monster, dominate person</i>

You get these spells as known at the listed level, these known spells are in addition to you normally known spells.

Additionally you gain the cantrip *friends*

## BEGUILING INFLUENCE

At 3rd level when you adopt this path you gain advantage on all Charisma based skills.

## BEGUILING SPELL

At 7th level when you cast an enchantment spell, you can give your target disadvantage on the save.

You can use this ability a number of times equal to your Charisma modifier before needing to complete a long rest to regain all uses.

## CHARMER

At 11th level you have advantage on saving throws against enchantment spells and advantage on attacks against creatures you have charmed. Additionally you do not break the charmed condition by attacking instantly, instead the creature makes a new save of the same type as the one used for the spell affecting them, if they succeed the charm is broken.

The DC of the saving throw is your spell DC

## TOTAL DOMINANCE

At 17th level, you become capable of forcing people to do what ever you want. Whenever you have a creature affected by a mind affecting enchantment spell, you can ask it to do anything. This includes doing things that are obviously dangerous to the creature.

If the order is sure, from the targets point of view, to result in injury it gains a saving throw to resist it against your spell save DC, if the creature is sure that it would result in its death it has advantage on the roll.

After using this ability you have to complete a long rest before using it again.

## HEXER

These hexblades mostly just want to hex everyone and everything, they have no real agenda other than doing what they want.

## SPILLS

### Hexblade Level Spells

3rd	<i>bane, chromatic orb</i>
5th	<i>knock, flame blade</i>
9th	<i>bestow curse, hunger of hadar</i>
13th	<i>wall of fire, phantasmal killer</i>
17th	<i>cloudkill, contagion</i>

You get these spells as known at the listed level, these known spells are in addition to you normally known spells.

Additionally you gain the cantrip *blade ward*

## DIRTY HEXER

At 3rd level when choosing this path you gain the ability to grant yourself advantage on a attack against any creature affect by a hex cast by you.

You can only use this ability on a single attack, and only once per turn.

## GREATER HEXING

At 7th level when you cast a hex at someone, they take an initial 1d6 points of necrotic damage. Additionally the damage dealt by hex is increased to a d8.

## DESTRUCTIVE HEX

At 11th level the damage you deal with your hex can be any of the following at your choice: fire, cold, lightning, sonic, necrotic, radiant or acid.

The choice is made every time the hex deals damage to a target. Additionally the damage increases to 1d10 of your hex.

## DEADLY HEX

At 17th level, when a creature you have hexed is reduced to half hit points or lower by the hex, it must succeed on a Constitution save or be reduced to 0 HP, if it succeeds it instead takes 10d10 points of damage of the same type as the hex just dealt to them. After using this ability you have to complete a long rest before using this abiity again.

# **SPELL LIST**

## **1ST LEVEL SPELLS**

Alarm  
Armor of Agathys  
Bane  
Burning Hands  
Color Spray  
Compelled Duel  
Entangle  
False Life  
Longstrider  
Mage Armor  
Silent Image  
Witch Bolt

## **2ND LEVEL SPELLS**

Alter Self  
Arcane Lock  
Blindness/Deafness  
Cloud of Daggers

Enhance Ability  
Knock  
Mirror Image  
Scorching Ray  
Silence  
Suggestion

## **3RD LEVEL SPELLS**

Bestow Curse

Blink  
Conjure Barrage  
Elemental Weapon  
Gaseous Form  
Nondetection  
Slow  
Stinking Cloud  
Vampiric Touch

## **4TH LEVEL SPELLS**

Confusion  
Death Ward  
Fabricate  
Freedom of Movement  
Greater Invisibility  
Polymorph  
Stoneskin  
Wall of fire

## **5TH LEVEL SPELLS**

Antilife Shell  
Cloudkill  
Cone of Cold  
Conjure Volley  
Flame Strike  
Hold Monster  
Raise Dead  
Telekinesis  
Wall of Force

*"Witch Hunter" by Emaduddin used as banner(modified)*

*Background made from guide by [/u/the\\_singular\\_anyone](#) also <http://walrock-homebrew.blogspot.com>*