

YOUR HEX IS ON FIRE

Sometimes your players are goodly heroes who spend their time battling evil and saving lives. Other times, they are... not. These epic boons are aimed at players who're looking to lay sinister curses on their enemies, extending the scope and power of their dark magic to epic levels.

BOON OF ANATHEMA

Prerequisites. Access to the spell *hex*

When you use the hex spell to deal additional damage, that damage is increased by 1d6 fire damage. In addition, any creature affected by a hex spell that you cast also suffers from the Poisoned condition while under the effects of the spell.

BOON OF THE EVIL EYE

Prerequisites. Access to the spell *bestow curse*

You can now cast *bestow curse* as a bonus action. When you do so, it has a range of 90 feet.

BOON OF HEX MASTERY

Prerequisites. Witch class

You learn an additional Hex of your choice. You can receive this boon multiple times.

BOON OF ILL FORTUNE

When a creature you can see rolls a natural 20 on an attack roll, saving throw or ability, you can use your reaction to change it into a natural 1. Once you have used this ability, you must complete a short rest before you can use it again.

BOON OF THE JINX

Prerequisites. Access to the spell *bane*

You can now cast *bane* without expending a spell slot. Furthermore, hostile creatures have disadvantage on their saving throws against this spell when you cast it.

BOON OF PROFANITY

Prerequisites. Ability to cast at least one spell

When you speak a curse, you do so in a foul, inscrutable, forgotten language that cannot be understood by any mortal creature. Spells you cast that include a verbal component cannot be counterspelled, nor can they be ended early by the spells *remove curse* or *dispel*.

BOON OF TORMENT

Prerequisites. Witch class

You gain a second Witch's Curse, in addition to the one you were afflicted with at 1st level.

