



# THE HEDGE MAGE

A young tiefling girl pores through a book of basic spells, hidden away in the back of a library and rarely checked out by the residents of her village. Though she never learned the letters, she understands their meaning instinctually. As she traces the symbol they describe, a flower appears in her hand. She places it among the bouquet she has conjured over the course of the evening, each flower subtly longer and richer in color than the last.

Children drag their parents through a town square, toward a garishly-dressed half-orc making every effort to be seen. As he conjures explosions of light and illusion, the children are delighted and the parents reward him for brightening their day, tossing a silver piece into the hat he has set out. None of them see the spectral hand he has conjured behind them, ensuring their donation will be more generous than expected.

A lone tabaxi flits through sun-dappled ruins, an ancient treasure firmly latched to her belt and its reanimated guardian hot on her trail. She draws an arrow from her quiver and focuses on it briefly before turning with a quick flourish and firing at her pursuer. The arrow finds its mark, and ice erupts from it, impeding the guardian's movement long enough for her to escape to safety.

Hedge Mages are magic users that lack formal training, often found among common folk that might never discover their talent or be able to access magical education. Instead, they study and learn magic themselves through hard work and determination. This power is not innate to them - it must be discovered and carefully refined, as best they can by themselves, or taught only by the similarly limited. Though they might never achieve the might or esteem available to those who are born with aptitude or are taught the breadth of magic, they master the fundamentals and achieve their own particular type of power.

## THE HEDGE MAGE

Level	Proficiency Bonus	Features	Cantrips Known	Magical Evolutions	Simplicity's Strength
1st	+2	Hedge Magic, Simplicity's Strength	4	-	1d4
2nd	+2	Hedge Mage Intuition	5	-	1d4
3rd	+2	Magical Evolution	6	2	1d4
4th	+2	Ability Score Improvement	7	2	1d4
5th	+3	-	8	3	1d6
6th	+3	Intuition Feature	9	3	1d6
7th	+3	Arcane Substitution	10	4	1d6
8th	+3	Ability Score Improvement	11	4	1d6
9th	+4	Paltry Tricks	12	5	1d8
10th	+4	Intuition Feature	13	5	1d8
11th	+4	-	14	6	1d8
12th	+4	Ability Score Improvement	15	6	1d8
13th	+5	Precise Spell	16	6	1d10
14th	+5	Intuition Feature	17	7	1d10
15th	+5	Of the People	17	7	1d10
16th	+5	Ability Score Improvement	18	7	1d10
17th	+6	-	18	8	1d12
18th	+6	Practice Made Perfect	19	8	1d12
19th	+6	Ability Score Improvement	19	8	1d12
20th	+6	Cantrip Mastery	20	All	1d12

## HIT POINTS

**Hit Dice:** 1d8 per Hedge Mage level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per Hedge Mage level

## PROFICIENCIES

**Armor:** Light armor, shields

**Weapons:** All simple weapons

**Tools:** One artisan's tool or instrument of your choice

**Saving Throws:** Constitution, Intelligence

**Skills:** Choose three skills from Animal Handling, Arcana, History, Investigation, Medicine, Nature, Survival, and Religion.

## STARTING EQUIPMENT

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

- any two simple weapons
- a light crossbow and 20 bolts
- leather armor and a shield
- (a) a dungeoneer's pack or (b) an explorer's pack

## HEDGE MAGIC

### CANTRIPS

At 1st level, you know four cantrips of your choice from the Hedge Mage spell list. You learn additional Hedge Mage cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Hedge Mage table.

Whenever you gain a level in this class, you can replace one cantrip you learned from this feature with another cantrip from the Hedge Mage spell list.

### SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Hedge Mage spells, since you learn your spells through introspection and personal discovery. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Hedge Mage spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your Proficiency Bonus + your Intelligence modifier

**Spell Attack modifier** = your Proficiency Bonus + your Intelligence modifier

### PUPIL'S PARSIMONY

Your magic comes from instinct and practice, often without access to reagents and magical sources- not that you'd know what to look for. All your Hedge Mage spells do not require material components, though they may still require verbal and/or somatic components.

### SIMPLICITY'S STRENGTH

What you lack in training, you make up for in tenacity. Your Hedge Mage cantrips deal an additional 1d4 damage to one of their targets. As you gain levels in this class, the die size of the additional damage increases, as shown in the Hedge Mage table.

## HEDGE MAGE INTUITION

At 2nd level, your natural inclinations and capabilities direct the development of your magic and the technique you will form with it. Choose the type of intuition you possess, each of which is detailed at the end of the class' description. Your intuition grants you features at 2nd level and again at 6th, 10th, and 14th levels.

## MAGICAL EVOLUTION

At 3rd level, your travels and practice with your rudimentary magic have enabled you to use your power in new and unique ways. You discover 2 Magical Evolutions of your choice. When you cast a Hedge Mage cantrip or a cantrip you have learned through a racial feature, you can choose for it to have an additional or altered affect, as detailed in the Magical Evolutions section at the end of the class description. Any cantrips that you have learned through other classes are not affected by your Magical Evolutions.

You learn additional Magical Evolutions of your choice at higher levels, as shown in the Magical Evolutions column of the Hedge Mage table. When you replace a Hedge Mage cantrip you have learned, you can choose one of the Magical Evolutions you know and replace it with another.

## 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.

## ARCANE SUBSTITUTION

An advantage of not being formally taught is that you remain ignorant of many supposed, yet long-believed, limitations. At 7th level, when you inflict damage with a Hedge Mage cantrip, you can temporarily replace its damage type with acid, cold, fire, lightning, poison, or thunder through skillful and practiced manipulation of the spell's energy.

## PALTRY TRICKS

At 9th level, if a Hedge Mage cantrip that does not require concentration can have multiple effects active at a time, you may have two additional effects active, and you can dismiss any number of effects of these spells as a bonus action.

## PRECISE SPELL

At 13th level, your practice with your cantrips has increased your consistency with them. If you miss with a Hedge Mage cantrip or when a creature succeeds on a saving throw against your Hedge Mage cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect.

## OF THE PEOPLE

At 15th level, you understand the way you think and produce magic profoundly enough to teach it to others. Whenever you complete a long rest, you can choose a Magical Evolution you know and a creature that can understand you and knows the cantrip modified by the chosen Magical Evolution. Until the

next time they compete a long rest, that creature knows and can use that Magical Evolution when they cast the cantrip.

## PRACTICE MADE PERFECT

At 18th level your repetition of your humble magic lets you draw upon it with unsurpassed speed. You have advantage on initiative rolls, and on the first round of each combat you can cast any Hedge Mage cantrip as a bonus action.

## CANTRIP MASTERY

At 20th level your diligence has rewarded you with complete mastery over your magic, beyond what others could ever achieve. You know all Magical Evolutions and can replace any number of Hedge Mage cantrips that you know with others from the Hedge Mage spell list whenever you complete a long rest. Additionally, when you roll damage for your Simplicity's Strength, you can roll the die twice, and use either result.

## HEDGE MAGE INTUITION

Hedge Mages learn through instinct and natural inclinations. Here are options you can choose from at 2nd level.

### ARCANIST INTUITITON

The most common journey for those who self-teach magic is to follow this new and wonderous path so its end. Referred to as Arcanists, these Hedge Mages focus on the breadth of the simple yet diverse magic newly available to them.

### MERCURIAL MIND

Those who have an arcanist's intuition are more open to the possibilities of magic. You gain proficiency in the Arcana skill and you learn an additional Hedge Mage cantrip, which doesn't count against your number of cantrips known. When you complete a long rest, you can choose one of the Hedge Mage cantrips you know and replace it with another.

### NOSE FOR IT

Also at 2nd level, you can cast *detect magic* as an action a number of times equal to your Intelligence modifier, regaining all uses on a long rest.



## MALLEABLE SPELL

At 6th level you develop more control over your spells. When you cast a Hedge Mage cantrip that inflicts damage and targets only one creature, you can split the spell and reduce the damage inflicted by 1 die of damage. If you do so, the spell can target an additional creature within range. If you do not split the spell, your Hedge Mage cantrips that inflict damage and target only one creature become more focused. If you roll a 1 or 2 on a damage die for a spell eligible for this feature that you do not split, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

## UNDERDOG'S DENIAL

Though you have minimal ability to shape your own magical power, you have learned to disperse that of others. At 10th level, you can cast *counterspell* or *dispel magic* at 3rd level a number of times equal to your Intelligence modifier, regaining all uses on a long rest. In addition, you learn a Magical Evolution of your choice.

## ASSIMILATE MAGIC

At 14th level, you can utilize the magic of another rather than simply shatter it. If you end or counter a spell through your Underdog's Denial feature, you can instead absorb the spell's essence into your own. Until the end of your next turn, you can unleash this energy as an action, casting the ended or countered spell. It is a Hedge Mage spell for you.

## CHARLATAN'S INTUITION

Some burgeoning Hedge Mages revel in their developing talent for its splendor rather than its power. Derisively referred to as Charlatans, many take to the streets to play their parlor tricks, while others might take to the grand stage to thrill and amaze.

## RAZZLE DAZZLE

Charlatans aim to impress, whether to awe or for more insidious purposes. You gain proficiency in the Performance skill and your choice of the Persuasion or Deception skill. You may use your Intelligence modifier instead of Charisma for Performance checks involving your Hedge Mage spells.

## STREETWISE

Also at 2nd level, you further refine one of your cantrips to pursue your goals- ignoble or otherwise. Choose one of the following options:

- **Busker:** You learn the *minor illusion* cantrip, or another Hedge Mage cantrip of your choice if you already know it. When you cast *minor illusion*, you can choose to create an image with sound.
- **Fortuneteller:** You learn the *guidance* cantrip, or another Hedge Mage cantrip of your choice if you already know it. A creature under the effect of your *guidance* can choose to apply the roll to an attack roll or saving throw.
- **Pickpocket:** You learn the *mage hand* cantrip, or another Hedge Mage cantrip of your choice if you already know it. You can cast *mage hand* as a bonus action and can stow one object it is holding in a container worn or carried by another creature or retrieve an object in a container worn or carried by another creature. You can perform one of

these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check.

- **Sweet-talker:** You learn the *friends* cantrip, or another Hedge Mage cantrip of your choice if you already know it. You have advantage on Wisdom (Animal Handling) and Wisdom (Insight) checks against creatures under the influence of your *friends* spell.

At 6th, 10th, and 14th levels, you can choose another of these options. Cantrips you learn through this feature don't count against your number of cantrips known but cannot be replaced.

### ILLUSORY MAGIC

At 6th level, you can mimic your spells through illusion. When you cast a Hedge Mage cantrip that requires you make an attack roll or the target attempt a saving throw, you can make it instead require the target attempt an Intelligence saving throw or be subject to the spell's effect(s). If you do so, any damage inflicted by the spell is changed to psychic. You can choose to make the target succeed, and if a target succeeds on their saving throw against a spell modified in this way, they take no damage even they they would otherwise.

### SHOWMAN'S DISCRETION

You know when a situation calls for grandiose gestures and stately phrases and, more importantly, when it doesn't. At 10th level, each time you cast a Hedge Mage cantrip, you choose for it to only require either a verbal or a somatic component.

### REVEL IN DELUSION

At 14th level, you can easily exploit another creature's confusion, both on and off the battlefield. A creature that succeeds on a saving throw against one of your spells modified by Illusory Magic will expect your subsequent spells are also illusions until the end of your next turn, causing you to have advantage on spell attack rolls against them and causing them to have disadvantage on saving throws other than Intelligence against your Hedge Mage cantrips.

### CULTIST'S INTUITION

This new power is intoxicating. You want more. You deserve more. You need more, now, by any means. Cultists are Hedge Mages that seek out powerful entities and offer themselves in service for power. Fiends, fey, celestials, slaad, and more have been known to grant such wishes, though they typically put little stock in followers of such limited magical knowledge.

### ELDRITCH FURY

If you have a cultist's intuition and successfully bond with an extraplanar entity, you can manifest their power as an action, unleashing a blast of raw arcane or extraplanar energy. Make a ranged spell attack against a creature within 60 feet of you or a melee spell attack against a creature you can reach. On a hit the creature takes 1d10 force damage. If the target is within 5 feet of you, this attack scores a critical hit on a roll of 19 or 20. This ability's damage increases by 1d10 when you reach 5th Level (2d10), 11th level (3d10), and 17th level (4d10). A creature damaged by this ability takes additional



damage equal to your Simplicity's Strength.

### SECRETS FROM BEYOND

Also at 2nd level, you can entreat your patron for their knowledge. If you fail an Intelligence check, you can add your Simplicity's Strength to the roll, potentially turning the roll into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

### CORRUPT EVOLUTION

At 6th level, your proficiency with your Eldritch Fury allows you to explore it as you would your spells. Whenever you complete a long rest, you can choose a Magical Evolution that you know which modifies a Hedge Mage cantrip that requires you make an attack roll. When you use your Eldritch Fury, you can apply the selected Magical Evolution to it. Only one Magical Evolution can be compatible in this way at time.

### MADDENING GIFT

At 10th level, your connection to your patron grants you access to powerful but dangerous magic. You can cast the *contact other plane* spell, but only as a ritual.

### ELDRITCH ESSENCE

At 14th level your mastery of your Eldritch Fury allows you to use Arcane Substitution with it to change its damage type. In addition, you can apply one of the following effects, based on the damage type of Eldritch Fury.

- **Acid:** Vitriolic fluid covers the target. Until the end of their next turn, they take damage equal to your Simplicity's Strength for every 5 feet they willingly move. The target can use an action to wipe itself off, removing the fluid.
- **Cold:** Hellrime energy washes over your target, impeding their movement with ice. Until the end of your next turn, its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. Regardless of the creature's abilities or magic items, it can't make more than one attack during its turn.

- **Fire:** Brimstone flames engulf the target and they begin to burn. For 1 minute, the target takes damage equal to your Simplicity's Strength at the start of each turn and sheds bright light in a 10 foot radius and dim light for an additional 10 feet. As an action, the target can attempt a Dexterity check against your spell save DC to pat the flames out. It takes damage equal to your Simplicity's Strength on a failed save, and the spell ends on a successful one.
- **Lightning:** A brilliant array of flashes blinds the target until the end of your next turn.
- **Poison:** Sickening magic courses through the target's body. They are poisoned until the end of your next turn and must succeed on a Constitution saving throw against your spell save DC or gain a level of exhaustion.
- **Thunder:** Hammering force knocks your target prone. They are also deafened until the end of your next turn.

You can apply one of these effects a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

## EXPLORER'S INTUITION

You have gotten a taste of power, and now seek to use it to venture into a greater world. Explorers often come from impoverished areas that they otherwise would have no hope of ever leaving. They use their magic to explore the depths of the world, both to learn and for adventure's sake.

## BOONS OF THE TRAVELER

Explorers utilize the mundane in their journeys as much as the magical. You gain proficiency in the Survival skill, cartographer's tools and navigator's tools, and with blowguns, hand crossbows, heavy crossbows, and longbows.

## HUNTER'S EYE

As with many outdoorsmen, you also find practicality in learning the techniques of the hunt. When you hit a creature with a ranged weapon attack, you can focus your assault on them. As long as you remain focused on them, once per turn, you can inflict additional damage equal to your Simplicity's Strength when you damage them with a ranged weapon attack. Your focus ends if the creature dies, you go unconscious, or you attack another creature. You can use this feature once, and regain your use of it when you roll initiative.

## SPELLSHOT

At 6th level, as a bonus action you can imbue a piece of ammunition or a thrown weapon with one of your Hedge Mage cantrips that inflicts damage and targets only one creature. If you hit a creature with a ranged attack using the imbued ammunition or weapon before the end of your next turn, the spell triggers, inflicting the damage and any effects of the chosen cantrip. You are not considered to be casting the cantrip for the purposes of Simplicity's Strength or for features or Magical Evolutions that take effect when the spell is cast.

## SEEK HORIZONS

At 10th level you are adept at traversing obstacles of all sorts. You gain a climbing speed and swimming speed equal to half your walking speed, moving through nonmagical difficult terrain costs you no extra movement, and difficult terrain doesn't slow your group's travel when traveling for an hour or more.

## SEEKER'S SHOT

At 14th level you can imbue your shots with your very will and senses, guiding their flight. You add your Intelligence modifier to ranged weapon attack rolls with simple or martial ranged weapons against creatures you are focused on with your Hunter's Eye. You can also fully project your consciousness into an arrow, dart, or crossbow bolt as you fire it. For 1 minute you can control the trajectory of the projectile and can see and hear as if you were in the projectile's location as it travels, though you have disadvantage on Intelligence (Investigation) and Wisdom (Perception) checks while doing so due to the speed of travel. The effect ends if the projectile stops moving, and the projectile falls to the ground at the end of the duration or when it has traveled a distance equal to ten times the firing weapon's long range.





## KNIGHT-ERRANT INTUITION

All too many Hedge Mages come from regions torn by war or the perils of the world. As they come to realize their magical potential, many might become inspired to take up arms to better protect the defenseless with their newfound power.

### ARCANE SUFFUSION

If you have a Knight-Errant's intuition, as an action you can channel even your limited arcane power through a weapon. Make a melee weapon attack with a weapon against a creature within the weapon's range. On a hit, the creature takes additional damage equal to your Simplicity's Strength. All damage dealt by this attack is considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

### BATTLE READY

Also at 2nd level, you gain proficiency with medium armor, heavy armor, and martial melee weapons.

### MAGICAL WARRIOR

At 6th level you can imbue your magic into your weapon. At the end of a short or long rest, you can touch a melee weapon you are proficient in and choose a Hedge Mage cantrip you know that inflicts damage. If you hit a creature with your Arcane Suffusion using the chosen weapon, they take additional damage equal to your Intelligence modifier and of the same type as the chosen cantrip. This effect ends if you use this feature again.

### ARCANE APPRAISAL

Your knowledge of enchanting equipment and worldly experience allow you to readily understand magical essences. At 10th level, you gain the ability to cast *identify* without material components and at will, but only on objects.

## SPELLSWORD FLURRY

At 14th level the magical speed you have honed through practice likewise quickens your swordplay. If you use your action to attack with Arcane Suffusion, you can perform Arcane Suffusion again as a bonus action.

## PILGRIM'S INTUITION

Some Hedge Mages see their burgeoning powers as being a gift from their makers and seek to return the deed by spreading their word. Often these powers are attributed to gods of magic or knowledge, whether deserved or not. Other Pilgrims may have led lives of piety even before discovering their power, the faith they hold only intensifying for it.

### ARDENT FAITH

If you have a Pilgrim's intuition, you choose a deity to serve and gain proficiency with the Religion skill or another skill of your choice from the Hedge Mage skill list if you are already proficient in it. In addition, you learn a Hedge Mage cantrip of your choice that also appears on the Cleric spell list.

### CHANNEL DIVINITY

Also at 2nd level, you can utilize divine energy through your faith to fuel supernatural effects. You start with two such effects: Turn Undead and the 2nd level Channel Divinity option of a domain associated with your deity. You choose which domain when you gain this feature and can replace this domain with another associated with your deity whenever you gain a level in this class. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Beginning at 6th level, you can use your Channel Divinity twice between rests, beginning at 10th level you can use it three times between rests, and beginning at 14th level you can use it four times between rests. When you finish a short or long rest, you regain your expended uses.

Some Channel Divinity effects require saving throws or utilize your Charisma modifier. When you use such an effect, the DC equals your Hedge Mage spell save DC and you can use your Intelligence modifier instead of Charisma.

**Turn Undead:** As an action, you speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

### FAITH REWARDED

At 6th level you reaffirm your devotion to your cause, allowing you to manifest divine power in more ways. Choose a Paladin oath. You learn the Channel Divinity options associated with that oath. Whenever you gain a level in this class, you can replace this with a different Oath and its Channel Divinity options.

## PREACHER AND TEACHER

Your deeds and conviction speak for themselves, though they need not do all the talking. Starting at 10th level, you have advantage on Intelligence (Religion) checks as well as on Charisma (Intimidation) and Charisma (Persuasion) checks involving your deity or your faith.

## MIRACLE WORKER

At 14th level you hold tight to your faith to see you through any situation. You can use your Channel Divinity as a bonus action and when you roll initiative, the next time you use a Channel Divinity does not expend a use.

## SCHOLASTIC INTUITION

Some students of magic may choose seek out magical education, only to find themselves unable to progress their abilities. They compensate by using the painstaking techniques of ritual magic to expand their magical repertoire.

## LESSONS TAKEN TO HEART

If you have a Scholastic intuition, you gain proficiency with the History skill or another skill of your choice from the Hedge Mage skill list if you are already proficient in it. In addition, you learn a Hedge Mage cantrip of your choice that also appears on the Wizard spell list.

## RITUAL SPELLCASTING

Also at 2nd level, the knowledge you have acquired and refined through your studies allows you to circumvent your magical limitations and cast more advanced magic- albeit at a relatively glacial pace.

You know two 1st-level spells of your choice from any spell list, which must have the ritual tag. The Spells Known column of the Scholastic Spellcasting table shows when you learn more spells of 1st level or higher. A spell you choose must be of a level no higher than what's shown in the table's Maximum Spell Level column for your level. Each of these spells must have the ritual tag and can only be cast as a ritual. For instance, when you reach 9th level in this class, you can learn one new ritual spell of 1st, 2nd, or 3rd level. Spells you learn through this feature are Hedge Mage spells for you.

Whenever you gain a level in this class, you can replace one of the ritual spells you know with another spell of your choice with the ritual tag. The chosen spell must be of a level equal to or lower than the Maximum Spell Level for your level.

## DELIBERATE CANTRIP

At 6th level, you can apply the principles of slowly drawing upon and amplifying magic that you use in your rituals to your cantrips, at the cost of speed. As a bonus action, you can cause the next Hedge Mage cantrip you cast on the current turn to inflict additional damage equal to your Intelligence modifier. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

## RAPID RITUAL

At 10th level you have become more efficient at performing your elaborate rites. The additional time it takes you to cast an Hedge Mage spell as a ritual is halved.



## SCHOLASTIC SPELLCASTING

Level	Spells Known	Maximum Spell Level
2nd	2	1st
3rd	3	1st
4th	3	1st
5th	4	2nd
6th	4	2nd
7th	5	2nd
8th	5	2nd
9th	6	3rd
10th	6	3rd
11th	7	3rd
12th	7	3rd
13th	8	4th
14th	8	4th
15th	9	4th
16th	9	4th
17th	10	5th
18th	10	5th
19th	11	5th
20th	11	5th



## MASTER OF RITES

At 14th level, your deliberate and exacting control of arcane energies allows you to draw upon them with astonishing speed. As an action, you can cast a spell you know with the ritual tag regardless of its normal casting time and without needing to cast it as a ritual. You can't use this feature again until you complete a short or long rest.

## WILDLING'S INTUITION

In an effort to understand the instinctual power they hold, some Hedge Mages will turn their studies to the teachings of the natural world around them. Their approach to understanding their magic will often echo the natural instincts and abilities of beasts.

## GIFT OF THE WILDS

If you have a Wildling's intuition, you gain proficiency with the Nature skill or another skill of your choice from the Hedge Mage skill list if you are already proficient in it. In addition, you learn the *primal savagery* cantrip.

## LESHY COMPANION

Also at 2nd level, your deeds have caught the attention of a spirit of nature known as a leshy, which aids you in your adventures. The leshy acts independently of you but considers you to be an ally and follows your instructions to the best of its abilities. It takes on the form and statistics of a tiny beast of CR 0 of your choice, except it is a plant instead of a beast, has Intelligence, Wisdom, and Charisma scores of 10, and has visible plant-like characteristics, such as leaves for fur and feathers or roots in the place of claws. The leshy understands Common and Sylvan and can communicate with you telepathically, but cannot speak. If it is reduced to 0 hit points, it disappears in a gust of leaves and sawdust. You can summon it anew or change its animal form over the course of a short or long rest. In combat, the leshy takes its turn immediately after yours. It can't attack, but it can take other actions as normal.

As an action, you can request your leshy merge your form and consciousness with its own. While merged in this way,

you perceive using its senses and can communicate with it telepathically, but cannot take any action other than to emerge into an unoccupied space within 5 feet of the leshy.

Finally, when you cast a Hedge Mage cantrip with a range of touch, your leshy can deliver the spell as if it had cast the spell, or you can cast a Hedge Mage cantrip with a range of self, targeting the leshy. Your leshy must be within 100 feet of you, and it must use its reaction to deliver or be affected by the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll. Spells cast in this way may benefit from Magical Evolutions that you know.

## SYMBIOSIS

At 6th level, your leshy has grown in might, and you can request it to call upon more of its power in dire situations. When you roll initiative, you can command your leshy companion to transform into a medium beast. The beast can have a challenge rating as high as your Hedge Mage level divided by 4, rounded down, but must not have a flying speed. The leshy can remain in the form for a number of minutes equal to your Intelligence modifier (minimum of 1).

In combat, the leshy shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated or merged with it, the leshy can take any action of its choice, not just Dodge.

While your companion is transformed, the following rules apply to it:

- Its game statistics are replaced by the statistics of the beast, but it retains its alignment, personality, and Intelligence, Wisdom, and Charisma scores. It also retains all of its skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as the leshy and the bonus in the creature's stat block is higher, use the creature's bonus instead of the leshy's. If the creature has any legendary or lair actions, the leshy can't use them.
- When it transforms, it assumes the beast's hit points and Hit Dice. When the leshy reverts to its normal form, it returns to the number of hit points it had before it transformed. However, if it reverts as a result of dropping to 0 hit points, it isn't knocked unconscious but cannot transform again in this way until it completes a short or long rest.
- It can't use any of its special senses, such as darkvision, unless its new form also has that sense.
- Anything worn by the leshy merges into its new form.

## WILD TONGUE

At 10th level, the wild recognizes you as kin. You can cast *commune with nature*, but only as a ritual.

## PRIMAL APOTHEOSIS

At 14th level, you can call upon nature to fully empower your leshy. You can cast *guardian of nature*, but targeting the leshy rather than yourself. Once you cast the spell in this way, you cannot do so again until you complete a long rest.



## WITCHHUNTER'S INTUITION

Some Hedge Mages hold contempt for more supercilious magic users. The spite they have for those of less limited potential can inspire them to call upon their own developing grasp of magic to devise techniques to make other magic users tremble.

### SLAYER'S TOOLS

At 2nd level you train in the arts of warriors and spellcasters alike. You gain proficiency with the scimitar and shortsword and you learn the *booming blade* and *green-flame blade* cantrips. Intelligence is your spellcasting modifier for them.

### WARDING

Also at 2nd level, your rudimentary magical abilities can offer you protection against your foe's spells. If you have a free hand, your AC is increased by 2 against spell attacks and you gain a +2 bonus to saving throws against spells.

### SPELL COMBAT

At 6th level you, when you use your action to cast a cantrip that requires you make a melee weapon or melee spell attack, you can make an attack with a light weapon that you are wielding as part of the same action.

### SPELL BREAKER

At 10th level your familiarity with magic allows you to affect enchantments. If you damage a creature with a melee weapon or melee spell attack, you may choose one magical item they have equipped, if any. That item's magical effects are negated and unusable until the end of your next turn. You can use this feature a number of times equal to your Intelligence modifier and all expended uses are restored when you finish a long rest.

### DAM IN THE RIVER

At 14th level you devise a way to force other magic users down to your level. Once per turn, if you damage a creature with the Spellcasting or Pact Magic ability with a melee weapon or melee spell attack, they take additional psychic damage equal to your Simplicity's Strength.

When a creature takes this damage, you can choose to partially seal their magic. The next time they expend a spell slot to cast a spell of a level equal to or lower than half (rounded up) the number you rolled, they must make a saving throw against your spell DC using their spellcasting ability. If they fail, the spell fails. If they succeed, the spell fails but the spell slot is not expended. A seal holds for 1 minute, a target can only be affected by one seal at a time, and the seal dissipates after the target attempts this saving throw. You can seal magic in this way a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.



#### ART (CREDITED IN ORDER OF APPEARANCE):

- [Elnenherz](#)
- [MarcoL87](#)
- [Butterfrog](#)
- [Wes Talbott](#)
- [Gillesketting](#)
- [Will O'brien](#)
- [Roman Ankenbrant](#)
- [Will Marton](#)

# MAGICAL EVOLUTIONS

## ARCHMAGE HAND

When you cast the *mage hand* cantrip you can make the conjured hand invisible. Alternately, when you cast the spell you can make the hand opaque, in which case it can carry up to 20 pounds.

## BE THE LEAF

When you cast the *gust* cantrip you can instead conjure the winds around a willing medium or smaller creature within 30 feet, raising them 5 feet off the ground for 1 round. If you cast the spell on the creature again before this effect ends and they are still willing, you can move them 5 feet through the air in a direction of your choice. The creature falls at the end of any round you do not cast the spell.

## BEND FLAME

When you cast the *control flames* cantrip, you can choose magical flames and flames that fit within a 10 foot cube.

## BEST FRIENDS

When your *friends* cantrip ends the creature makes a Wisdom saving throw. On a failure, they do not realize that you used magic to influence their mood or become hostile.

## BITING COLD

When you damage a creature that is concentrating on a spell or effect with your *frostbite*, they have disadvantage on the saving throw they make to maintain concentration.

## CAUSTIC BATH

When you cast the *acid splash* cantrip, each creature within 5 feet of the targeted creatures must attempt the save as well or take the spell's damage. A creature cannot be affected twice by a single cast of this spell.

## CONDENSE WATER

When you cast the *shape water* cantrip, you can control water that fits within a 10 foot cube. You can also increase the casting time to 1 minute. If you do so, you can gather humidity from the air, forming up to a gallon of water in an open container or as rain that falls in 1 foot cube at the end of the spell's casting time.

## CONDUCTED GRASP

If a creature that takes damage from your *shocking grasp* cantrip is holding or wielding a metal weapon or shield, they must also succeed on a Constitution saving throw against your spell DC. On a failure, they drop the object if they can.

## DANCING SUNS

When you cast the *dancing lights* cantrip, you can cause any number of the lights to instead shed bright light within 10 feet and dim light for an additional 10 feet.

## DIVINE MISCHIEF

When you cast the *thaumaturgy* cantrip, you can instead cause yourself or a medium or smaller object that isn't being worn or carried to float up to 5 feet in the air for 1 minute. A creature must succeed on a Strength check against your spell DC to physically move the target.

## ECHO OF RADIANCE

Creatures that fail the saving throw against your *word of radiance* cantrip are outlined with light until the end of your next turn. For the duration, they shed dim light in a 5 foot radius and can't benefit from being invisible.

## ENCHANTED STONE

Objects that you have imbued with your *magic stone* now have a thrown range of 120 feet and attacking with a sling at long range using your magic stones doesn't impose disadvantage on your ranged weapon attack rolls.

## GRAVE'S TOUCH

If you reduce an undead target to 0 hit points with your *chill touch* cantrip, they immediately disintegrate into dust.

## GRIP OF FROST

Creatures hit by your *ray of frost* cantrip are unable to take the dash or disengage action until the start of your next turn.

## GUARDIAN'S WARD

When you cast the *blade ward* cantrip, you can choose another creature within 30 feet to gain the effect instead. Additionally, creatures under the effect of your *blade ward* spell also have resistance against bludgeoning, piercing, and slashing damage dealt by spells and magical effects.

## HARVEST WITCHCRAFT

When you cast the *druiddraft* cantrip, you can increase its casting time to 1 minute. If you do so, all plants within a 5 foot radius centered on you become enriched for 1 week. The plants grow twice as fast and yield twice the normal amount of food when harvested.

## HEALING

You can cast the *mending* cantrip on creatures to stimulate their natural recovery. If you do so, at the end of the spell's casting time, the creature can spend one hit die.

## HYDRA'S BREATH

When you cast the *poison spray* cantrip, you can change its range to a 15 foot cone originating from you. If you do so, all creatures within the cone must attempt the save as well or take the spell's damage.

## INDOMITABLE LIGHT

When you cast the *light* cantrip, if any of the spell's area overlaps with an area of darkness created by a spell of 2nd level or lower, the spell that created the darkness is dispelled.

## INEVITABLE TOLL

Creatures that fail the saving throw against your *toll the dead* cantrip take damage as if they were missing hit points regardless of their current health.

## IMPART FLAME

When you cast the *produce flame* cantrip, you can also pass the flame to another willing creature within 10 feet, transferring the flame into their hand. That creature can also hurl the flame as an action, using your spellcasting modifier.

## INSIGHTFUL STRIKE

When you cast the *true strike* cantrip you learn more about the target defensive capabilities. The DM tells you if the targeted creature is your equal, superior, or inferior in regard to either AC or a saving throw of your choice when you cast the spell. If the creature is disguised or shapeshifted, you only learn the capabilities of its apparent or current form.

## LASTING INFESTATION

You can choose what direction a creature that fails the saving throw against your *infestation* cantrip moves. If an affected creature passes within 5 feet of another creature, you can cause the parasites to attack the second creature as well, forcing them to attempt the same save as if they had been initially targeted. A creature cannot be affected by the spell more than once per turn.

## MAGNETIC LURE

If a target fails their saving throw against your *lightning lure* you can instead cause them to be pulled 10 feet toward another creature of your choice that you can see, taking the damage if they are within 5 feet of the second creature.

## MODERATE ILLUSION

When you cast the *minor illusion* spell you can create an object that fits within a 10 foot cube instead.

## MOLD ROCK

When you cast the *mold earth* spell you can choose earth that fits in a 10 foot cube and can excavate, move, and deposit stone as well as loose dirt.

## RENDING SAVAGERY

When you cast *primal savagery* you can also make the attack against a second creature within 5 feet of you.

## RESILIENCE

if a creature under the effect of your *resistance* spell is attacked, they can roll a d4 and add the number rolled to their AC. The spell then ends.

## ROARING BLAZE

When you cast the *create bonfire* cantrip you can make the spell fill a 10 foot cube.

## SAGE GUIDANCE

When a creature under the effect of a *guidance* spell you have cast rolls a d4 as part of the spell's effect, they may also roll a second d4 and take the higher result of the two.

### CANTRIPS

Acid Splash  
Blade Ward  
Chill Touch  
Control Flames  
Create Bonfire  
Dancing Lights  
Druidcraft  
Firebolt  
Friends

Frostbite  
Guidance  
Gust  
Infestation  
Light  
Lightning Lure  
Mage Hand  
Magic Stone  
Mending  
Message

## SACRED RAY

When you cast the *sacred flame* cantrip you can change the range to a line 30 feet long and 5 feet wide extending from you. If you do so, each creature in that line must make a Dexterity saving throw or take the spell's damage.

## SPARE THE DEAD

You can target a corpse or other remains with your *spare the dying* cantrip. If you do so, the target is protected from decay and can't become undead for 1 hour. Only one corpse can be protected in this way at a time, and once a corpse has benefited from this effect, it cannot do so again unless raised from the dead. When cast in this way, the spell also effectively extends the time limit on raising the target from the dead.

## SUBTLE SHOWMANSHIP

When you cast the *prestidigitation* cantrip you can make the effects only perceptible to creatures of your choosing when you cast the spell. Other creatures cannot perceive the effects, though they may still notice vocal or somatic components of casting the spell.

## SWORD DANCE

When you cast the *sword burst* cantrip you can choose a creature within 60 feet for the blades to sweep around instead of yourself.

## THORN LASH

When you hit a Large or smaller creature with the *thorn whip* cantrip you can move it up to 10 feet directly away from you.

## THUNDER'S ROAR

When you cast the *thunderclap* cantrip any creature that fails the saving throw is also pushed 5 feet away from you.

## WANDERING FLAME

When you make a ranged spell attack roll with your *fire bolt* cantrip and miss, you can reroll the attack roll against a different target within 60 feet of the original target. You can only reroll once per cast of the spell.

## WHISPER

When you cast the *message* cantrip it's range increases to 240 feet and it is no longer blocked by stone, metal, or wood.

Minor Illusion  
Mold Earth  
Poison Spray  
Prestidigitation  
Primal Savagery  
Produce Flame  
Ray of Frost  
Resistance  
Sacred Flame  
Shape Water

Shocking Grasp  
Spare the Dying  
Sword Burst  
Thaumaturgy  
Thorn Whip  
Thunderclap  
Toll the Dead  
True Strike  
Word of Radiance



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