



HEDGE MAGE

NEW CHARACTER OPTION: WIZARD

Wizards are often considered to be founts of knowledge, a reputation rightfully earned after generations and lives spent poring over forgotten texts and ancient manuscripts. These knowledge-seeking mages ultimately pursue the school of magic that interests them the most, becoming true masters of their craft and labor. Some find satisfaction in studying mystical arts, while others focus their efforts on more practical or even explosive forms of magic. As a result, wizards around the world can be found on the councils of nobles as quickly they can in the service of carnivals.

HEDGE MAGE

Hedge mages, sometimes called hedge witches, are curious wizards typically hidden on the outskirts of villages or strange forests. These wizards practice natural magic, not unlike a druid or ranger, but do so through rigorous study of botany and herbology. By using this knowledge, hedge mages can create masterful spells and valuable elixirs using the natural world around them.

When not researching strange plants or experimenting with new potions, hedge mages will often find work by tending to the needs of common folk. Some are known for their skills in curing ailments or helping crops to grow, whereas others are relied on for their ability to defend a village with nothing but plants and woodland creatures. Butterflies and moths often flit around hedge mages while they travel or work outdoors.

NATURE SAVANT

When you choose this tradition at 2nd level, the following druid spells are added to the wizard spell list for you. At the GM's discretion, other similar beast- or plant-related spells from the druid spell list can be added to this expanded spell list. The gold and time you must spend to copy one of these spells into your spellbook is halved.

You also learn the *druidcraft* cantrip. It counts as a wizard cantrip for you, but it doesn't count against your number of cantrips known.

Spell Level	Spells
1st	<i>animal friendship, detect poison and disease, entangle, goodberry, purify food and drink, speak with animals</i>
2nd	<i>animal messenger, barkskin, locate animals or plants, protection from poison, spike growth</i>
3rd	<i>conjure animals, plant growth, speak with plants</i>
4th	<i>conjure woodland beings, dominate beast, giant insect</i>
5th	<i>awaken, commune with nature, contagion, insect plague, tree stride</i>
6th	<i>conjure fey, find the path, transport via plants, wall of thorns</i>
7th	<i>regenerate</i>
8th	<i>animal shapes</i>

In addition, you gain proficiency with the herbalism kit. If you already have this proficiency, you gain proficiency with the poisoner's kit or one type of artisan's tools of your choice.

ANIMATE PLANT

Starting at 2nd level, you can use an action to touch a Medium or smaller plant to animate it, transforming the plant into a plant creature with a challenge rating of 1/4 or lower for 1 hour. The GM chooses statistics appropriate for the plant, such as an awakened shrub. The plant is friendly to you and your companions, and it obeys any mental command that you issue to it (no action required by you). In combat, the plant shares your initiative count, but it takes its turn immediately after yours. If you don't issue any commands, the plant defends itself from hostile creatures, but

otherwise takes no actions. The effect ends early if the plant drops to 0 hit points. When you reach 6th level in this class, the plant creature can have a challenge rating of 1/2 or lower, or 1 or lower when you reach 10th level.

You share a telepathic link with the animated plant. Through this link, it can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. Additionally, as an action, you can see through the plant's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the plant has. During this time, you are deaf and blind with regard to your own senses.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

ELIXIRS

By 6th level, your keen knowledge of herbology and arcane wit allow you to craft certain natural, but distinctly magical, elixirs. You know three elixir recipes, but can choose to replace a known elixir recipe for a different one whenever you finish a long rest. Your elixir recipe options are detailed at the end of this arcane tradition. You create an elixir by combining the recipe's ingredients together in an empty flask or vial and speaking its unique command phrase. The ingredients and command phrase required for an elixir are listed in its description. Ingredients are consumed as part of making a potion, but are typically included in the materials you collect as part of filling your component pouch.

A creature can drink an elixir or administer one to another creature as an action. Alternatively, you can use an action to throw an elixir at a creature that you can see within 30 feet of you. If the creature is willing, it magically gains the effects of the thrown elixir. If the creature is unwilling, it must succeed on a Dexterity saving throw against your wizard spell save DC or be affected by the elixir.

You can create a number of elixirs equal to your proficiency bonus using this feature. When you finish a long rest, you regain all expended uses of this feature, and any unused elixirs become nonmagical. You can create an elixir with 2 minutes of work, or you can use your natural magic to bridge the gap between herbology and alchemy. Whenever you cast a spell of 1st level or higher from your expanded spell list, you can expend a use of this feature to create an elixir from your known recipes, provided you have the materials to do so. When you do, the elixir appears in a free hand or at your feet (your choice).

FOREST SAGE

By 10th level, you can cast the *Speak with Plants* spell as a ritual. In addition, you can add your Intelligence modifier to the hit points restored and the damage dealt or reduced by your elixirs.

ANIMATE MAJOR PLANT

At 14th level, you can use an action to expend two uses of your Animate Plant feature to touch a Large or Huge tree, or similar plant, to turn it into an awakened tree. The plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Alter-

natively, you can use an action to magically grow a Large awakened tree from the ground in an unoccupied space that you can see within 30 feet of you instead. In either case, the plant is charmed by you for 1 hour or until you use a bonus action to end it. The plant shares your initiative count, but it takes its turn immediately after yours, and obeys any verbal command that you issue to it (no action required by you). If you don't issue any commands, the plant defends itself from hostile creatures, but otherwise takes no actions.

When the charm ends, the plant becomes inanimate once more. If you used an action to grow the awakened tree, it rapidly decomposes into a small pile of fertile soil at the end of the duration instead.

In addition, a plant that's animated by this feature or your Animate Plants feature also gains the following benefits:

- Its speed is doubled, up to a maximum of 30 feet.
- It gains a bonus to attack and damage rolls, saving throws, and Strength checks equal to your Intelligence modifier.
- Its hit point maximum increases by an amount equal to your wizard level.

ELIXIR RECIPES

ELIXIR OF CHARM

Ingredients: A rose petal, a piece of parchment with a romantic message, and a hair from a humanoid.

Command: The full name of the humanoid whose hair was used

This potion is made with the freshly plucked hair of a humanoid. If another creature drinks this potion, it must make a Wisdom saving throw against your wizard spell save DC, and does so with advantage if you or your companions are fighting it. On a failed save, the creature is charmed by the humanoid whose hair was used in the potion for 1 hour. While charmed, the creature regards this humanoid as a friendly acquaintance. The charm ends early if the creature takes any damage. On a successful save, the creature isn't charmed and is immune to this effect for 24 hours.

ELIXIR OF NIGHT

Ingredients: An owl feather, pinch of powdered cat's eye, and chocolate.

Command: "Of cat's grace, through darkness' embrace."

When a creature drinks this potion, it gains darkvision out to a range of 60 feet for 8 hours and adds 1d4 to any Dexterity (Stealth) check it makes for the duration. If the creature already has darkvision, its range increases by 30 feet. While the potion is agitated, such as by being shaken or stirred, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

ELIXIR OF PROTECTION

Ingredients: A snail's shell, sage leaf, and piece of limestone (acid damage), salt crystal (cold damage), red pepper seed (fire damage), piece of iron (lightning damage), or snake fang (poison damage).

Command: "Born of the Material, unscathed by her arms."

When you drink this elixir, your body becomes magically protected against either acid, cold, fire, lightning, or poison damage for 1 hour. You determine the type of damage when you create the elixir. For the duration, any damage of that type that you take is reduced by an amount equal to half your wizard level.

ELIXIR OF RECOVERY

Ingredients: A small piece of dried apple and gold leaf.

Command: "The body, unbroken."

You regain 2d8 hit points when you drink this elixir. This healing increases to 3d8 when you reach 14th level in this class.

ELIXIR OF RESTORATION

Ingredients: A bee's wing, drop of rum, and piece of lemon peel; or a bezoar from a giant goat, hippogriff, or pegasus worth at least 50 gp if the elixir cures the charmed, frightened, or petrified condition.

Command: "The balance, restored."

When you drink this elixir, one condition afflicting you ends. The condition can be blinded, deafened, paralyzed, or poisoned. When you reach 14th level in this class, the condition can also be charmed, frightened, or petrified, but doing so requires the elixir to be made using costly components.

ELIXIR OF TRUTH

Ingredients: A sprig of cherry, a mockingbird feather, and fleck of fool's gold.

Command: Two truths and a lie, each one said when adding an ingredient

When a creature drinks this elixir, it must make a Charisma saving throw against your wizard spell save DC. A creature can choose to fail this saving throw. On a failed save, the creature's eyes become pale and it can't speak a deliberate lie for the next 10 minutes. An affected creature is aware of the elixir's effect and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

ELIXIR OF WITCHFIRE

Ingredients: A piece of charcoal, frog stomach, and thistle leaf.

Command: "Burn in mine fire, for evil most dire."

When a creature drinks this elixir, it takes 3d6 acid damage. The damage increases to 5d6 when you reach 14th level in this class. The poison is nearly tasteless and odorless, but a creature can detect its presence, such as in a food or drink, with a successful Intelligence (Investigation) or Wisdom (Perception) check against your wizard spell save DC.