



HEDGEWITCH

A NEW CLASS BRIMMING WITH DARK MAGIC AND MISCHIEF

CREATED BY

AUTUMN BAUMAN

ART BY YULIYA LITVINOVA
artstation.com/litvinova

HEDGEWITCH

Also derogatorily referred to as a *hægtesse* or a hag, a hedgewitch dabbles in occult magic. Due to the verboten nature of their studies, hedgewitches prefer to practice in remote wealds, forgotten bogs, and hidden caves. Under a full moon, they chant and sing within their magic circles and crumble bits of bone and ash to curse their foes. Commonfolk will seek a hedgewitch's services only when necessary, for fear they'll be transformed into a toad or newt. Despite the dark legends that surround their magic, not all hedgewitches dance with devils (though some certainly do).

DARK ARTS

While others may shy away from dark and forbidden magic, the curious hedgewitch may find herself summoning strange fey, bargaining with devils, hexing adversaries, or fiddling over her simmering cauldron. Magical wards and tricky locks often secure her spellbook, which hide scraps of ancient rites and lost secrets from prying eyes.

CREATING A HEDGEWITCH

Hedgewitches often are part of secret covens, which help teach them their occult knowledge. When creating your hedgewitch character, ask, who taught me my magic? What rituals did I have to undergo to become a hedgewitch? How and upon whom do I practice my forbidden magic?



ART CREDITS

Igor Krstic artstation.com/atar (pages 1, 9)

Yuri Hill artstation.com/hill (pages 2, 12, 17)

Yuliya Litvinova artstation.com/litvinova (cover, page 5)

Laura Sava artstation.com/laurasava (page 7)

John William Waterhouse oil painting, 1886 (page 10)

Marie Beschorner artstation.com/companyofwolves (page 15)



CLASS FEATURES

As a hedgewitch, you gain the following class features.

QUICK BUILD

You can make a hedgewitch quickly by following these suggestions. Put your highest ability score in Intelligence, followed by Constitution. Third, choose the *witchcraft*, *dancing lights*, and *firebolt* cantrips, along with the 1st-level spells *mage armor* and *witch bolt*.

HIT POINTS

Hit Dice: 1d8 per hedgewitch level

Hit Points at 1st Level: 8 + Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per hedgewitch level after 1st

PROFICIENCIES

Armor: None

Weapons: Clubs, daggers, quarterstaves, sickles, light crossbows, slings

Tools: None

Saving Throws: Intelligence, Constitution

Skills: Choose two from Arcana, Deception, History, Intimidation, Investigation, Nature, Religion

EQUIPMENT

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

- (a) a quarterstaff or (b) a sickle
- A light crossbow and a quiver of 20 bolts
- (a) a scholar's pack or (b) a dungeoneer's pack
- A spellbook, a component pouch, and a dagger

COVEN INITIATION

At level 1, you undergo a series of thirteen rituals to enter one of your sisterhood's mystical covens.

Choose one of the following coven options: Baleful Bargains, Caustic Cauldron, Gnarled Grove, Malefic Hexes, or Shrewd Kitsune, which are detailed at the end of the class description.

THE HEDGEWITCH

Level	Proficiency	Features	Hit Dice	Cantrips									
	Bonus			Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Coven Initiation	—	3	2	—	—	—	—	—	—	—	—
2nd	+2	Component Scavenger	—	3	3	—	—	—	—	—	—	—	—
3rd	+2	Witching Circles, Uncanny Vitality	1	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	1	4	4	3	—	—	—	—	—	—	—
5th	+3	—	1	4	4	3	2	—	—	—	—	—	—
6th	+3	Coven feature (Quirky Curio)	1	4	4	3	3	—	—	—	—	—	—
7th	+3	—	2	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	2	4	4	3	3	2	—	—	—	—	—
9th	+4	—	2	4	4	3	3	3	1	—	—	—	—
10th	+4	Witching Circle improvement: Minor	2	5	4	3	3	3	2	—	—	—	—
11th	+4	—	3	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	3	5	4	3	3	3	2	1	—	—	—
13th	+5	Witching Circle improvement: Major	3	5	4	3	3	3	2	1	1	—	—
14th	+5	Coven feature	3	5	4	3	3	3	2	1	1	—	—
15th	+5	—	4	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	4	5	4	3	3	3	2	1	1	1	—
17th	+6	Witching Circle improvement: Major	4	5	4	3	3	3	3	1	1	1	1
18th	+6	Coven feature	4	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	5	4	3	3	3	3	2	1	1	1
20th	+6	Versed Circles	5	5	4	3	3	3	3	2	2	1	1

SPELLCASTING

CANTRIPS

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

YOUR SPELLBOOK

At 1st level, you possess a spellbook containing four 1st-level hedgewitch spells of your choice. Your spellbook is the repository of the hedgewitch spells you know.

Hedgewitch spellbooks are often enigmatic and unique to their creators. Some spellbooks are bound in human flesh, poisonous bristles and boils, or inset with living eyeballs. Others may have covers made from elm, glass, stone, or even a chilly smoke. Due to the forbidden nature of their studies, most hedgewitches lock or ward their spellbooks.

ADDING NEW SPELLS

When you find a hedgewitch spell of 1st level or higher, such as from a spell scroll or from another spellbook, you can add it to your spellbook if it is of a level which you can prepare and if you can spare the time to decipher and copy it.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

REPLACING YOUR SPELLBOOK

You can copy a spell from your own spellbook into another book. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal.

PREPARING AND CASTING SPELLS

The Hedgewitch 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 slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of hedgewitch spells that are available for you to cast. To do so, choose a number of hedgewitch spells from your spellbook equal to your Intelligence modifier + your hedgewitch level (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your hedgewitch spells. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier and proficiency bonus for the spell save DC of a hedgewitch 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

RITUAL CASTING

You can cast a hedgewitch spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

When learning a new ritual spell, you may halve the time and gold it takes to inscribe it into your spellbook.

LEARNING SPELLS OF 1ST LEVEL AND HIGHER

Each time you gain a hedgewitch level, you can add two hedgewitch spells of your choice to your spellbook for free. Each of these spells must be of a level for which you have spell slots, as shown on the Hedgewitch table. On your adventures, you might find other spells that you can add to your spellbook.

COMPONENT POUCH

You own a component pouch, which is a small, watertight leather pouch that has compartments to hold all the material components and other special items you need to cast your spells.

COMPONENT SCAVENGER

Beginning at level 2, when you come upon a creature's corpse, you may make an Intelligence (Investigation) check to see if you can scavenge useful spell components. The DC to successfully scavenge a spell component is 20 minus half the monster's challenge rating or level (rounded down). For example, if you scavenge the body of a CR 8 monster, the DC is 16. The greater the monster, the more likely its body or lair will yield rare and useful spell components.

The chart below describes some of the components that a creature may possess, though you may find something not included here. Your DM chooses what you find and in what quantity, with a minimum of one component per successful scavenging check.

Monster	Spell Components
Aberration	Bile, leather, pitch, saliva
Beast	Bile, blood, eggs, fat, fleas, hair, honeycomb, leather, saliva, spider webs
Celestial	Glass, gold, holy water, incense, rare ink
Construct	Adamantine, clay, iron, silver
Dragon	Gems (diamond, ruby, agate, jade, jacinth, sapphire, etc.), gold, jewelry, silver
Elemental	Ash, ice, incense, pitch, clay
Fey	Wisp of smoke, glass, crystal beads
Fiend	Ash, bitumen, chalk, pitch, unholy water
Giant	Blood, bone, iron, silver
Humanoid	Alcohol, ammunition, beating heart, blood, bone, butter, flesh, makeup, ointment, rope, rare ink, sugar, talcum powder
Monstrosity	Bile, fat, wisp of smoke, saliva, spider webs
Ooze	Bitumen, molasses, oils, pitch, unguents
Plant	Grain, kernels, herbs, hot pepper, mandrake root, mistletoe, spruce
Undead	Ash, bone, flesh

WITCHING CIRCLES

At level 3 you learn to draw witching circles, which allow you to contribute vitality (Hit Dice) to temporarily empower a spell. To use a witching circle, you must spend 10 minutes drawing the specific runes and preparing the rites of the circle you wish to use. Upon entering the circle and performing the necessary incantations, you choose a spell of 1st level or higher that you wish to empower and pay the cost requirements as determined by the circle options below. After you have completed the circle rites, future castings of that spell gain the benefits of the circle you used.

For example, if you use Circle of Travel to empower *witch bolt*, the spell's range is doubled whenever you cast it.

You may have only one major and one minor circle active at one time, and a spell may only benefit from one circle. The spell is empowered until you use another witching circle of the same category (major or minor) or until you complete a long rest.

At level 3, you know two major circles and three minor circles. At level 10 you learn an additional minor circle, and at levels 13 and 17 you learn an additional major circle.



MAJOR CIRCLES

CIRCLE OF FINDING

Cost: 2 Hit Die per effect

Add +1 to the spell's ranged attack roll (up to a maximum of +5) for every 2 Hit Die spent, and the spell ignores half and three-quarters cover.

CIRCLE OF MALICE

Cost: 3 Hit Die per effect

If the spell directly deals damage, add 1d8 of a damage type the spell can deal for every 3 Hit Dice spent. This damage occurs only once per round.

CIRCLE OF MISFORTUNE

Cost: 1 Hit Die per spell level

Choose a spell that forces a single target to make a saving throw; the target has disadvantage on its first saving throw against the spell.

CIRCLE OF BOUNTY

Cost: 1 Hit Die per spell level (Prerequisite: Level 13)

Choose a spell that has material components. If those components are normally consumed, offer them as part of this circle's rites (they are consumed). When you cast the chosen spell, ignore its material component requirements.

CIRCLE OF MIRRORS

Cost: 2 Hit Die per spell level (Prerequisite: Level 13)

Choose a spell that targets only one creature and does not have a range of self (the spell must be incapable of targeting more than one creature, such as *magic missile*). The spell targets a second creature in range with the same spell.

CIRCLE OF CONCENTRATION

Cost: 2 Hit Die per spell level (Prerequisite: Level 17)

You may concentrate on two spells simultaneously as long as one of those spells is empowered by Circle of Concentration and the other is of a lower level than the empowered spell.

CIRCLE OF FOREBEARANCE

Cost: 2 Hit Die per spell level (Prerequisite: Level 17)

Choose a spell of level 5 or lower; it gains the ritual tag. Once you use this circle, you cannot use it again until you've finished a long rest.

MINOR CIRCLES

CIRCLE OF ALLIES

Cost: 1 Hit Die per effect

Choose a spell that forces creatures to make a saving throw. For the total number of Hit Die spent, you choose up to that many creatures to succeed their saving throw against the spell.

CIRCLE OF ELEMENTS

Cost: 1 Hit Die per spell level

Choose a spell that deals one of the following damage types and change it to another among these: acid, cold, fire, lightning, poison, thunder.

CIRCLE OF GROWTH

Cost: 2 Hit Die per effect

Increase the length or radius of a cubic, spherical, or cylindrical area effect by 5 ft. for every 2 Hit Die spent.

CIRCLE OF HOURS

Cost: 1 Hit Die per spell level

Choose a spell with a duration of 1 minute or longer. Double its duration.

CIRCLE OF LUCK

Cost: 1 Hit Die per effect

After rolling the spell's damage dice, you may reroll a number of 1's less than or equal to the number of Hit Die spent. You must use the new roll.

CIRCLE OF TRAVEL

Cost: 1 Hit Die per spell level

Double the spell's range. This has no effect on spells with a range of "self."

UNCANNY VITALITY

Beginning at level 3, after a long rest, you regain all spent Hit Dice. Additionally, your uncanny vitality increases your max number of Hit Dice. The Hedgewitch table shows the max number of additional Hit Dice you possess at each 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 cores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

QUIRKY CURIO

At level 6, you create a curio, which is determined by your subclass. These items are unique to hedgewitches, and its magic can only be activated by its creator. No attunement is necessary due to the strange link between you and your curio.

Crafting curios involves twisting magic beyond its normal scope, and consequently, these items often have unexpected eccentricities. Using the table below, either choose or roll to determine your curio's quirk.

d12 Curio Quirk

- | | |
|----|--|
| 1 | When used, the curio barks & howls. |
| 2 | The curio emits 5 feet of bright green light. |
| 3 | The curio frequently grows and sheds feathers. |
| 4 | You feel compelled to name it & talk to it. |
| 5 | The curio smells strongly of perfume and decay. |
| 6 | The curio requires a daily drop of blood to work. |
| 7 | The curio leaves a trail of black smoke in its wake. |
| 8 | The curio is freezing to the touch. |
| 9 | The curio has a single watchful eye. |
| 10 | The curio is shy and attempts to hide from others. |
| 11 | The curio consumes any food set near it. |
| 12 | When used, the curio insultingly mocks you. |

If your curio is ever lost or destroyed, you must spend 8 hours and 100 gp worth of materials to craft a new one. Choose or roll for a new quirk.

VERSED CIRCLES

At level 20, you have become well-versed in the forbidden circle magic that allows you to twist and alter your spells. You may now have two major and two minor circles active simultaneously, and a spell may benefit from one major and one minor circle if you so wish.

Additionally, your knowledge of the occult has allowed you to manipulate your own vitality. You no longer suffer the negative effects of aging, and you cannot die of old age. However, your body continues slowly senescing.



COVEN MAGIC

Some covens join under a misty moon and mimic the twisting and swaying of oaks in the wind as they complete their lunar rituals. Other covens may hold a séance and beseech fiendish allies for dark boons, or they may throw a smattering of bones, licorice, soap, and myrtle bark into a cauldron to see what frothy brew boils to the top. A few covens may band together to bring down haughty mayors or vainglorious knights by pricking needles into straw-filled dolls. Their magic is shunned, feared, and at times mysteriously forgotten.

COVEN OF BALEFUL BARGAINS

As a member of the Coven of Baleful Bargains, you seek to gain power by making fiendish bargains with devils. By sending evil souls to the Nine Hells, you are rewarded with fiendish boons, and you occasionally call upon your underworldly contacts to aid you in battle. However, to not be snared in a devil's trap, you must be clever and resourceful.

BALEFUL SÉANCE

At level 1, you learn *Infernal*. By performing a one-hour ritual known as a “Baleful Séance,” you are able to call upon a devil of your DM's choosing. At low levels, you might only be able to contact a quasit or an imp, but as you grow more powerful, you may find yourself in the presence of something far more sinister. The devil's CR will either be equal to or less than your current hedgewitch level, though sometimes a more powerful devil may answer the séance, but this is rare (and at your DM's discretion).

During the séance, an illusionary likeness of the devil will appear before you, which can communicate with you and see you and your immediate surroundings.

While in the presence of the devil's visage, you may attempt to bargain with it. You can ask the devil for information or request a service or boon in

exchange for something of the devil's choosing. Beware, as such bargains often come with a steep price or may backfire in a dangerous way. For example, a devil may appear to answer your question but neglect to give you key information. Any bargain made with a devil is magically binding, and a devil is not obligated to strike any bargain with you, nor are you obligated to accept its terms.

Not all devils appreciate being called upon and may vanish as they please. Offerings of incense, blood, or another powerful reagent may make a devil more inclined to bargain with you.

COVEN SPELLS

The following spells are added to your hedgewitch spell list. When you learn a new hedgewitch spell you may also choose from this list.

BALEFUL BARGAINS EXPANDED SPELL LIST

Hedgewitch Level	Spells
1st	<i>hellish rebuke, protection from evil and good</i>
3rd	<i>warding bond, see invisibility</i>
5th	<i>spirit guardians, summon lesser demon</i>
7th	<i>shadow of Moil, summon greater demon</i>
9th	<i>dance macabre, infernal calling</i>

CURIO: SOUL BAG

At level 6, you craft a unique bag made of humanoid skin, known as a soul bag. This soul bag is capable of capturing evil-aligned souls, though it can only hold one soul at a time.

When an evilly-aligned creature that is not a devil dies, you may use your bonus action within 1 minute of its death to capture its soul inside your soul bag.

When you capture an evil soul, you gain temporary hit points equal to that creature's challenge rating (minimum of 1) or level + your Intelligence modifier for the next 24 hours. If during that time, you capture a different soul, the first soul is released and you replace your current temporary hit points with the new set.

By using your action to squeeze the bag and utter its command word, you can send a captured evil soul to the Nine Hells, for which you are rewarded with a temporary boon that lasts 24 hours. Choose a boon below; you can only benefit from one at a time.

Devil's Sight. You gain 60 feet of darkvision, which also allows you to see in magical darkness.

Devil's Gift. You gain proficiency in a skill or tool of your choosing.

Devil's Tongue. You can know one language of your choosing.

Devil's Soles. Your base walking speed increases by 10 feet.

Beginning at level 12, when you use your soul bag to send an evil soul to the Nine Hells, choose two boons or the same boon twice and gain the benefits of both.

FRIENDS FROM BELOW

At level 14, when you cast *summon lesser demon* or *summon greater demon*, you may choose to summon demons or devils. If you choose to summon devils, they are friendly to you, even if you lose control of them; however, they are neutral to your allies.

BALEFUL TRANSFORMATION

At level 18, you become an ally of the Nine Hells and are granted the following permanent boons:

- **Magic Resistance.** You have advantage on saving throws against spells and other magical effects.
- **Devilishly Charming.** You have advantage on all Charisma rolls when dealing with devils.
- **Soulmonger.** When you die, you will receive a special rank in the Nine Hells.



COVEN OF THE CAUSTIC CAULDRON

Brewers of the Coven of the Caustic Cauldron are known to lack nose hairs due to the plethora of noxious fumes they inhale during the course of their lives. By adding fistfuls of powerful ingredients, you create rare and potent brews.

CAULDRON ADEPT

At level 1, you gain proficiency with both alchemy supplies and poisoner's kits.

COVEN SPELLS

The following spells are added to your hedgewitch spell list. When you learn a new hedgewitch spell you may also choose from this list.



CAUSTIC CAULDRON EXPANDED SPELL LIST

Hedgewitch

Level	Spells
1st	<i>detect poison and disease, ray of sickness</i>
3rd	<i>Melf's acid arrow, protection from poison</i>
5th	<i>gaseous form, stinking cloud</i>
7th	<i>Otiluke's resilient sphere, sickening radiance</i>
9th	<i>cloudkill, creation</i>

CURIO: HUNGRY CAULDRON

At level 6, you create a portable iron cauldron that has been fortified with a touch of weird magic. Due to the peculiarities of its crafting, it has an unsettling appetite.

Once per 24 hours, you can use your cauldron to create an Uncanny Brew, which becomes inert after three days. To create one of these brews, you must follow the recipe below. Any spell components called for are consumed by the cauldron. If you are interrupted, all spell components are lost and you will need to start again.

Recipe of Uncanny Brews

Step One. Add one of the ingredients below to your cauldron as your brew's base, which will determine how your potion appears and tastes (regardless of the potion's usual properties):

A Pint of...	Potion's Appearance & Taste
Wine	Ruby-red, translucent, sour
Broth	Golden, translucent, herbal
Blood	Red, chalky, tangy, metallic
Water	Acquires the tastes and colors of the brew's other ingredients
Mud	Grey, thick, chalky, earthy
Grease	Oily, translucent, fatty
Milk	White, creamy, fatty

Step Two. Using the table below, determine the ingredients you need. You may use any spell component listed on the Component Scavenger's table, though your DM determines its worth. The cost of the bulk of your ingredients determines your

potency die; some dice require a certain hedgewitch level to use.

Ingredients	Potency Die	Hedgewitch Level
1 gp worth of components	d4	-
25 gp worth of components	d6	-
50 gp worth of components	d8	9
75 gp worth of components	d10	11
100 gp worth of components	d12	13
250 gp worth of components	d20	15

Step Three. Bring your brew to a simmer and occasionally stir it for 1 hour (roll the potency die), and use the table below to determine which potion you can make. You may make any potion equal to or less than your potency die roll (for example, if you roll a 7, you may make any potion of potency 1-7).

Potency Roll	Potion
1	Basic poison (PHB p. 153) or perfume of bewitching (XGE p. 138)
2	Alchemist's fire (PHB p. 148)
3	Potion of growth (DMG p. 187)
4	Truth serum (DMG p. 258)
5	Potion of fire breath (DMG p. 187)
6	Pale tincture (DMG p. 258)
7	Potion of resistance (DMG p. 188)
8	Potion of poison (DMG p. 188)
9	Philter of love (DMG p. 184)
10	Potion of gaseous form (DMG p. 187)
11	Potion of giant strength (hill) (DMG p. 187)
12	Potion of invulnerability (DMG p. 188)
13	Potion of diminution (DMG p. 187)
14	Potion of clairvoyance (DMG p. 187)
15	Potion of giant strength (fire) (DMG p. 187)
16	Torpor (DMG p. 258)
17	Potion of vitality (DMG p. 188)
18	Potion of invisibility (DMG p. 188)
19	Potion of flying (DMG p. 187)
20	Midnight tears (DMG p. 258)

Additionally, you can now drink a potion as a bonus action.

DOUBLE, DOUBLE, TOIL AND TROUBLE

At level 14, you can now use your Hungry Cauldron twice a day to create Uncanny Brews, and you may add 1d4 to any potency die roll.

MASTER OF THE CAULDRON

At level 18, after sampling enough successful and unsuccessful brews, you have become immune to poison damage and to the poison condition.

Additionally, your brews now no longer become inert after three days.

COVEN OF THE GNARLED GROVE

As a member of the Coven of the Gnarled Grove, you draw on power from the Feywild to possess creatures, awaken ancient forces, and conjure fey. You often find yourself at odds with druids as you exert your domination over beasts and wealds.

FEYWILD FAMILIAR

At level 1, you learn to speak and write Sylvan, and when you cast *find familiar*, you can choose one of the normal forms for your familiar or one of the following special forms: faerie dragon (red, yellow, or orange), sprite, or quickling. If you choose one of the special forms, its type is always fey.

COVEN SPELLS

The following spells are added to your hedgewitch spell list. When you learn a new hedgewitch spell you may also choose from this list.

GNARLED GROVE EXPANDED SPELL LIST

Hedgewitch Level	Spells
1st	<i>beast bond, ensnaring strike</i>
3rd	<i>beast sense, spike growth</i>
5th	<i>conjure animals, speak with plants</i>
7th	<i>conjure woodland beings, dominate beast</i>
9th	<i>awaken, tree stride</i>

CURIO: THURIBLE OF FEY INCENSE

At level 6, you craft a copper thurible that is filled with everlasting incense from the Feywild. Once per day, you may use your bonus action to utter its command word, which alights the Fey Incense, and the thurible exudes a sweet, strange-smelling smoke of a deep emerald green, which permeates a 20-foot diameter sphere around it for 1 minute. If you move the thurible, the sphere of smoke moves with it.

Fey Incense. If a beast or fey you have conjured (such as with *conjure animals*) falls to 0 HP while it is within the thurible's smoke, it returns to life at the end of your next turn, as long as at least one other beast or fey that had been conjured by the same spell is also within the smoke and is conscious. Only one creature may be revived in this manner per turn, and the chosen creature reappears with 1 HP.

Once you have used the Fey Incense, it cannot be used again until the next dawn.

Wild Incense. In addition, if you place 25 g worth of incense inside the thurible, the thurible gains the following trait for 10 minutes. The incense is consumed.

Smoke fills the air, redolent with a scent of your choosing (such as fresh meat, truffles, honey, blossoming flowers, or a specific animal's musk), which attracts beasts or fey to your presence. Your

DM determines which creatures and in what numbers, as well as whether they are friendly, neutral, or hostile to you.

BEAST POSSESSION

At level 14, you may add *dominate beast* to your spellbook if it is not already written there. Once per day you may cast it at 7th level without spending a spell slot, regardless if the spell is prepared or not.

POTENT INCENSE

At level 18, when you use your thurible's Fey Incense ability, beasts and fey you have conjured that end their turn while within the thurible's magical smoke become invisible until they attack, cast a spell, or are no longer within the thurible's smoky sphere.

COVEN OF MALEFIC HEXES

Those of the Coven of Malefic Hexes have a curious sense of justice and relish bringing down braggart knights and vain noblewomen with dreadful curses. Disgruntled servants, scorned lovers, and usurping lords may seek you out to bestow hexes upon their enemies.



DISFIGURE

Beginning at level 1, you can use your action to temporarily disfigure your own or another humanoid's face for 1 hour. If you are targeting someone who is not yourself, you must be within 60 feet and able to see their face, and they must make a Constitution saving throw. If they fail, you inflict boils, warts, horns, scales, fangs, frail hair, cataracts or similar effects to mar the face. A *remove curse* spell dispels this effect.

While plagued by your disfiguring curse, the target has advantage on Charisma (Intimidation) checks but disadvantage on all other Charisma checks.

COVEN SPELLS

The following spells are added to your hedgewitch spell list. When you learn a new hedgewitch spell you may also choose from this list.

MALEFIC HEXES EXPANDED SPELL LIST

Hedgewitch Level	Spells
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1st	<i>bane, hex</i>
3rd	<i>crown of madness, heat metal</i>
5th	<i>enemies abound, remove curse</i>
7th	<i>compulsion, elemental bane</i>
9th	<i>dominate person, modify memory</i>

CURIO: STRAW-FILLED POPPET

When you reach level 6, you craft a small, human-shaped poppet. Once a day, you may cause your poppet to take on the likeness of a humanoid of which you have a nail clipping, drop of blood or spit, clump of hair, or something similar, and form a magical link between the two.

As long as the poppet resembles this person, you may cast single-target enchantment and transmutation spells that do not inflict damage upon the poppet. If the magically linked person is on the same plane of existence as you, the spell is transmitted onto that person instantly.

Additionally, when you scald, freeze, needle, or tickle your poppet, the target feels a faint replica of

the effect; however, the sensation is not strong enough to inflict damage.

ILL FORTUNE

At level 14, when you cast a hedgewitch spell, you may use your reaction to impose disadvantage on a creature's saving throw if you are within 30 feet of them and can see them. You regain use of this feature after a short or long rest.

EVIL EYE

At level 18, when a creature that you can see casts a spell that targets only you, you can use your reaction to redirect it back onto the caster, using your spellcasting statistics. Once you have used this ability, you cannot do so again until you've finished a short or long rest.

COVEN OF THE SHREWD KITSUNE

In this coven, the trickster fox-spirits known as kitsunes are revered for their knowledge, cleverness, and illusions, and will magically bond with those they deign worthy. Together with your kitsune, you use your mastery in illusions, disguises, and trickery to uncover your enemies' secrets and deceive your way into their trust. Above all, the kitsune's most fearsome trait is its ability to hypnotize its enemy.

KITSUNE FAMILIAR

Beginning at level 1, you inherit a fox spirit, known as a kitsune. A shrewd trickster, the kitsune serves as your familiar and aids in your schemes. It has the statistics listed below, and it has the same abilities and restrictions as if it had been conjured via the spell *find familiar*.

In combat, you can forego your attack action to allow the kitsune to use one of its attack options. If your kitsune drops to 0 hit points, it vanishes and will reappear at the next dawn with its health restored. You can also resummon it by casting the

find familiar spell. Your kitsune is possessive of you, and if you try to summon a different familiar, such as with the *find familiar* spell, the kitsune will appear instead.

COVEN SPELLS

The following spells are added to your hedgewitch spell list. When you learn a new hedgewitch spell you may also choose from this list.

SHREWD KITSUNE EXPANDED SPELL LIST

Hedgewitch

Level	Spells
1st	<i>colorspray, silent image</i>
3rd	<i>mirror image, phantasmal force</i>
5th	<i>enemies abound, hypnotic pattern</i>
7th	<i>hallucinatory terrain, phantasmal killer</i>
9th	<i>mislead, seeming</i>

CURIO: SHIMMERING FOX MASK

When you reach level 6, you craft a wood, ceramic, or glass mask that resembles a fox's face. While wearing this mask, you can use an action to cause

your form to grow or shrink and to transform into the likeness of another Medium or Small race and/or gender for 1 hour. Your statistics do not change and you do not gain the benefits of the race you resemble. Your mask becomes part of your new form, and your clothing and equipment shrink or expand to accommodate you but do not change in style or appearance.

If you change your likeness to another gender, your voice also reflects this change. While your new form physically replicates the scales of a dragonborn or the fur of a tabaxi and so forth, these do not hold up to vigorous inspection. Scales can be rubbed away and fur plucked off to reveal your true form underneath. You have advantage on Charisma checks to keep up your disguise.

Once you have used this feature, you cannot do so again until you've finished a short or long rest.

CUNNING ILLUSION

By 14th level, when you cast an illusion spell of the 1st level or higher, you can use your bonus action to make a nonmagical element of that illusion become

KITSUNE

tiny fey (shapechanger), chaotic neutral

Armor Class 13
Hit Points 7 (3d4)
Speed 40 ft. (40 ft., climb 30 ft. in cat form; 5 ft., fly 60 ft. in owl form; 20 ft., climb 20 ft. in spider form)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	17 (+3)	11 (+0)	14 (+2)

Skills Deception +4, Perception +2, Persuasion +4, Stealth +4
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 12
Languages Sylvan, Common
Challenge 1 (200 XP)

Shapechanger. The kitsune can use its action to polymorph into the beast form of a cat, an owl, or a spider, or into its kitsune form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying is not transformed. It reverts to its true form if it dies.

Magic Resistance. The kitsune has advantage on saving throws against spells and other magical effects.

Tails. When acting as a familiar, the number of tails the kitsune has equals its bonded ward's highest known spell slot level. (For example, if you are a 5th level hedgewitch with access to 3rd level spell slots, the kitsune has 3 tails). The kitsune can grow a maximum of nine tails.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d4 + 2)

Hypnotic Tails (1/day). As an action, the kitsune moves its tails mysteriously and attempts to entrance a creature that can see the kitsune and that is within 30 feet. The target must succeed a Wisdom saving throw or else be entranced by the kitsune for 1 minute; a creature that is immune to charm is unaffected. The DC is equal to 8 + the number of tails that kitune possesses. While entranced, the target becomes incapacitated and its speed becomes 0 until it takes damage, is shaken from its trance, or the effect ends.

Invisibility. The kitsune magically turns invisible until it attacks, uses its Hypnotic Tail ability, or until its concentration ends (as if concentrating on a spell). Any equipment it wears or carries is also invisible.

corporeal until the end of your next turn, unless you use your actions on your following turns to continue upholding its corporeal nature.

The illusion has an AC of 10 and 10 HP. If it drops to 0 HP, the illusion dissipates. The illusion cannot attack, deal damage, or otherwise directly harm anyone. It is also restricted by the illusion spell's parameters (for example, if you use *silent image* to conjure the image of a guard, it cannot speak and its armor does not clink).

Once you use this feature, you cannot do so again until you've taken a short or long rest.

FOX MAGIC

At level 18, as an action you join your powers with your kitsune to cause it to transform into a simulacrum of an ally within 30 feet of you. The transformation lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). While transformed, the kitsune has the same statistics, equipment, and abilities as the target, though any magical items are nonmagical. The simulacrum does not gain the effects of any spells or

other conditions affecting the targeted ally.

On your turn, you can telepathically instruct the kitsune how to move and how to attack as long as it is within 100 feet of you. If the transformation allows the kitsune to cast spells, it uses your spell slots to do so. The kitsune also can only attack once per turn, even if it gains an extra attack or similar ability.

While transformed, the kitsune's hit points are equal to half of the target's maximum hit points. If damage brings the kitsune to 0 HP while in this form, it reverts back to its original kitsune form and any residual damage is applied. When the effect ends, any equipment that was created disappears.

Once you use this ability, you cannot do so again until you've completed a long rest.



SPELL LIST

CANTRIPS (0 LEVEL)

Control Flames
Create Bonfire
Dancing Lights
Fire Bolt
Frostbite
Gust
Infestation
Light
Mage Hand
Magic Stone
Message
Minor Illusion
Mold Earth
Poison Spray
Primal Savagery
Produce Flame
Ray of Frost
Resistance
Shillelagh
Shocking Grasp
Witchcraft

1ST LEVEL

Alarm
Burning Hands
Cause Fear
Charm Person
Chromatic Orb
Comprehend Languages
Detect Magic
Disguise Self
Dissonant Whispers
Dust Devil
Entangle
Evilberry
False Life
Find Familiar
Fog Cloud
Grease
Ice Knife
Identify
Illusory Script
Mage Armor
Magic Missile
Shield
Silvery Barbs
Sleep
Snare
Tasha's Hideous Laughter

Tasha's Caustic Brew
Tenser's Floating Disc
Thunderwave
Unseen Servant
Witch Bolt

2ND LEVEL

Aganazzar's Scorchers
Alter Self
Arcane Lock
Augury
Blindness/Deafness
Blur
Borrowed Knowledge
Circle of Warning
Cloud of Daggers
Continual Flame
Darkness
Detect Thoughts
Enlarge/Reduce
Flaming Sphere
Gentle Repose
Hold Person
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Misty Step
Moonbeam
Nystul's Magic Aura
Ray of Enfeeblement
See Invisibility
Scorching Ray
Shatter
Silence
Skywrite
Suggestion
Tasha's Mind Whip
Web
Wither and Bloom
Vortex Warp

3RD LEVEL

Animate Dead
Antagonize
Bestow Curse
Call Lightning
Clairvoyance
Conjure Barrage
Counterspell
Dispel Magic

Erupting Earth
Feign Death
Fireball
Fly
Hunger of Hadar
Leomund's Tiny Hut
Life Transference
Magic Circle
Major Image
Meld Into Stone
Nondetection
Phantom Steed
Remove Curse
Sending
Sleet Storm
Slow
Spirit Shroud
Summon Shadowspawn
Thunderstep
Tiny Servant
Tongues
Vampiric Touch
Wall of Sand
Wall of Water
Water Breathing
Water Walk
Wind Wall

4TH LEVEL

Arcane Eye
Blight
Charm Monster
Confusion
Dimension Door
Divination
Evard's Black Tentacles
Fabricate
Fire Shield
Freedom of Movement
Giant Insect
Grasping Vine
Greater Invisibility
Hallucinatory Terrain
Ice Storm
Locate Creature
Mordenkainen's Faithful Hound
Mordenkainen's Private Sanctum
Polymorph
Spirit of Death
Stoneskin
Vitriolic Sphere
Wall of Fire

5TH LEVEL

Animate Objects
Antilife Shell
Bewitched Transport
Commune with Nature
Cone of Cold
Contact Other Plane
Contagion
Control Winds
Creation
Dark Lore
Dream
Far Step
Geas
Hold Monster
Immolation
Negative Energy Flood
Passwall
Planar Binding
Scrying
Telekinesis
Teleportation Circle
Transmute Rock
Wall of Stone
Wrath of Nature

6TH LEVEL

Arcane Gate
Chain Lightning
Circle of Death
Conjure Fey
Create Homunculus
Create Undead
Drawmji's Instant Summons
Disintegrate
Eyebite
Flesh to Stone
Find the Path
Forbiddance
Harm
Investiture of Flame
Investiture of Ice
Investiture of Stone
Investiture of Wind
Magic Jar
Mass Suggestion
Mental Prison
Otto's Irresistible Dance
Planar Ally
Scatter
Soul Cage
Tasha's Otherworldly Guise

True Seeing
Wall of Ice
Wall of Thorns

7TH LEVEL

Conjure Hezrou
Delayed Blast Fireball
Dream of the Blue Veil
Etherealness
Finger of Death
Fire Storm
Forcecage
Mirage Arcane
Mordenkainen's Magnificent Mansion
Plane Shift
Power Word Pain
Prismatic Spray
Reverse Gravity
Sequester
Simulacrum
Symbol
Teleport

8TH LEVEL

Abi-Dalzim's Horrid Wilting
Antimagic Field
Antipathy/Sympathy
Clone
Control Weather
Demiplane
Dominate Monster
Feeblemind
Glibness
Illusory Dragon
Incendiary Cloud
Maddening Darkness
Maze
Mind Blank
Power Word Stun
Telepathy

9TH LEVEL

Astral Projection
Blade of Disaster
Foresight
Gate
Imprisonment
Invulnerability
Mass Polymorph
Meteor Swarm
Power Word Kill

Prismatic Wall
Psychic Scream
Shapechange
Time Stop
True Polymorph
Weird
Wish

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

WITCHCRAFT

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Up to 10 minutes

You create one of the following manifestations within range:

- You cause a casted shadow to elongate, move, or change shape for up to 10 minutes.
- You enchant a piece of silverware or a dish to act of its own accord, such as a ladle stirring a cauldron or a kettle pouring a cup of tea, for up to 10 minutes.
- You alter your face to appear older, such as with wrinkles and warts or for your hair to turn white or gray for up to 10 minutes. However, you are still recognizable as yourself.
- You cause all crickets, toads, crows, cats, owls, or other Tiny beasts within 10 feet of you to begin vocalizing or chirruping for up to 10 minutes.
- You create a nonmagical bauble that can fit in your hand and lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss an effect as an action.

CIRCLE OF WARNING

2nd-level abjuration

Casting Time: 10 minutes (ritual)

Range: Self

Components: V, S, M (charred twig, chalk)

Duration: 8 hours

You draw a 10-foot-diameter circle around you, which becomes magically warded against trespassers. When you cast this spell, you may choose any number of creatures, including yourself, who may enter the circle without suffering its effects. Those you have not chosen must make a Constitution saving throw if they enter the circle. On a failure, they take 1d6 thunder damage and a loud thunderous boom can be heard within 300 feet.

EVILBERRY

1st-level transmutation

Casting Time: 1 hour (ritual)

Range: Touch

Components: V, S, M (a vial of poison, a thimble of jam)

Duration: 24 hours

You touch a shrub with berries or a tree bearing fruits and cause them to become poisonous. If the plant does not bear fruit, you cause it to grow berries if it is a shrub or fruit if it is a tree. These appear non-poisonous at first, but a nature or survival check against your spell DC reveals them to be tainted. A creature that ingests an evilberry takes 1d6 poison damage and must make a Constitution saving throw or become poisoned for 10 minutes.

If you cast this spell on the same plant for 30 days in a row, its fruit permanently retains this effect.

BEWITCHED TRANSPORT

5th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a small object, wisp of smoke, and 150 gp worth of incense, which the spell consumes)

Duration: 8 hours

Choose a small object – such as a broom, a cauldron, a mortar and pestle, or a skull – that you then enlarge to a size that can accommodate your size and weight. While sitting upon this vehicle, you can utter its command word, causing it to fly.

The vehicle has a fly speed of 60 feet and can carry 250 pounds. As a bonus action, you can command it to shrink back to its regular size or to enlarge again. When the spell ends, the object reverts to its original size.

DARK LORE

5th-level divination

Casting Time: 10 minutes

Range: Self

Components: V, S, M (incense worth at least 250 gp, which the spell consumes, and a vial of demon blood worth 200 gp)

Duration: Instantaneous

Name or describe a creature, place, or object. The spell brings to your mind a brief summary of the dark lore and connections regarding the thing you named. This lore may include notable curses, ties to powerful demons or devils, forgotten or lost knowledge, dark arcana, or even fairy tales. If the thing you described has no forbidden or dark significance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive will be.

The information you learn is accurate but might be couched in figurative language.