

d20
system

Hedge Wizard

Power Classes



The Power Classes VII *Hedge Wizard*

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INTRODUCTION

To some, the hedge wizard might seem to be a poor substitute for the wizard or sorcerer. Not as flashy as the latter, nor as recognised as the former. This is, however, a dangerous misconception. The hedge wizard is a rural, backwoods magician who relies as much on the superstition of his neighbours as on actual magic to make a living. He specialises in the use of cantrips; the minor incantations and simple spells that are largely ignored by most wizards and sorcerers.

The hedge wizard recognises the versatility and subtle power of cantrips, and can often achieve more with his lesser magics than an ordinary wizard might with a higher-level spell. Yet the hedge wizard does not entirely neglect the study of more conventional wizardry, learning just enough to avail him on those few occasions when he does not have a cantrip ready. Nor does he cut himself off from the real world in an ivory tower. He is typically an important part of his rural community, with a fair bit of sway among the ordinary villagers – sometimes more than the village headman.

The hedge wizard learns a wider range of skills than other arcane spellcasters, including combat skills. For the hedge wizard who does not choose to become a village wise man, this often stands him in good stead in a life of either adventure or crime.

USING POWER CLASSES

This is the 7th book of the *Power Classes* series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduces an entirely new core character class, adding a whole new dimension to campaigns. Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class booklet can provide hours of gaming enjoyment at an all new low cost.

Any player intending to play a hedge wizard character should read through this booklet thoroughly so as to be familiar with all the rules required, referring to *Core Rulebook 1* whenever directed by the text. In particular, special note should be made to the many new class features which will have a direct impact on the capabilities of any hedge wizard character in the game.

THE HEDGE WIZARD

Adventures: Hedge wizards rarely adventure, although when they do they conduct themselves with caution and forethought. When prepared, they can use their spells to devastating effect and even when caught by surprise, possibly denying them the use of their higher-level spells, a hedge wizard's mastery of the cantrip makes them a wily opponent not to be discounted.

Characteristics: The hedge wizard's strength is his cantrips. Everything else, including his other spells, is secondary. He learns new spells as he experiments and grows in experience, and he can also learn them from other arcane spellcasters. In addition to learning new spells, over time a hedge wizard learns to master the subtle magics of a cantrip, minor magic charm creation and the intricacies of potion brewing.

A hedge wizard who chooses to specialise in a single school of magic usually chooses the school of Divination. Specialisation makes the hedge wizard more powerful in his chosen field, but prevents him from being able to cast some of the spells and cantrips that lie outside of his field, thus most choose not to specialise.

A hedge wizard can call a familiar – a small, magical animal companion (usually a cat, raven or toad) that serves him. For some hedge wizards, their familiars are their only true friends.

Alignment: Overall, hedge wizards show a tendency toward neutrality over either law or chaos due mainly to their place on the outskirts of society, willingly distributing divinations and minor magics to any who wish them.

Religion: Hedge wizards are not usually a religious group, although some do worship the lady of fate. Some are known to worship the various gods and goddesses of magic but, as a group, hedge wizards tend to be more devoted to their communities than to their spiritual sides.

Background: Hedge wizards tend to be looked down upon by most other arcane spellcasters, as they focus their attentions on the 'lesser' magics that are cantrips. Despite this, there is no denying the hedge wizard's ability with these simplest of magics, and they are generally accepted better by

the average commoner than a 'true' wizard or sorcerer who goes around slinging fireballs.

Races: Already outcasts from the greater part of society, half-elves are the most likely to pursue the path of the hedge wizard. Humans are also highly suited to this class, with their diverse cultures. Elves tend to be more interested in magic's deeper mysteries rather than the simpler cantrips, while gnomes are more focused on illusions and mostly ignore the lesser magics in favour of more powerful spells such as *false image* and *major image*. Halflings in general tend to lack the discipline required to learn even the simplest of magics.

Other Classes: Hedge wizards, when they adventure, prefer to work with members of other classes. Like 'mainstream' wizards, they love to cast their spells from behind strong fighters, to 'magic up' rogues and send them out to scout and to rely on the divine healing of clerics.



GAME RULE INFORMATION

Abilities: Intelligence determines how powerful a spell a hedge wizard can cast, how many spells he can cast and how hard those spells are to resist. To cast a spell, a hedge wizard must have an Intelligence score of 10 + the spell's level. In addition, a hedge wizard gets bonus spells based on Intelligence. The Difficulty Class of a saving throw against a hedge wizard's spell is 10 + the spell's level + the hedge wizard's Intelligence modifier. High Dexterity is helpful for a hedge wizard, who typically wears little or no armour; as is a good Constitution to give the hedge wizard extra hit points, which he might otherwise be low on.

Alignment: Any.

Hit Die: d6.

Class Skills

The hedge wizard's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Gather Information (Cha), Intimidate (Cha), Pick Pocket (Dex), Profession (herbalist) (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int) and any two skills chosen by the player (see the dabbler class feature, below).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the hedge wizard.

Weapon and Armour Proficiency: A hedge wizard is proficient with all simple weapons and any one light or one-handed martial weapon of his choice. He is also proficient with light armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armour and equipment carried.

Spells: A hedge wizard casts arcane spells. He is limited to a certain number of spells of each level per day, according to his class level. A hedge wizard must prepare spells ahead of time by getting a good night's sleep and spending one hour studying his spellbook. While studying, the hedge

wizard decides which spells to prepare (see preparing wizard spells, *Core Rulebook I*). To learn, prepare or cast a spell, a hedge wizard must have an Intelligence score of at least 10 + the spell's level. A hedge wizard's bonus spells are based on Intelligence. The difficulty class for saving throws against the hedge wizard's spells is 10 + the spell's level + the hedge wizard's Intelligence modifier. A hedge wizard may know any number of spells.

Spellbooks: Like wizards, hedge wizards must study their spellbooks each day to prepare their spells. A hedge wizard cannot prepare a spell not recorded in his spellbook (except for *read magic*, which all hedge wizards can prepare from memory). A hedge wizard begins play with a spellbook containing all 0-level wizard spells and the new spells presented in this guide. For each point of Intelligence bonus the hedge wizard has, the spellbook holds one additional 1st-level spell. Each time the hedge wizard gains a level, he gains one new spell of any level that he can cast (according to his new level). A hedge wizard may copy spells from scrolls or a wizard's spellbook normally.

Dabbler: Out of both practical necessity and the need to show off to impressionable villagers, a hedge wizard frequently develops an unusual variety of skills. This tendency to dabble in first one skill and then another means a hedge wizard may choose any two cross-class skills as class skills. If desired, one of the two skills can even be a skill that is usually exclusive to another class. However, he may never have more ranks in one of these skills than he has character levels, as he never acquires the in-depth understanding of a true expert. He may select a different cross-class skill in which to dabble on attaining a new level (before spending his new skill points), but if he does so he may not dabble in those skills again, forevermore treating them as cross-class skills in all respects. Note that choosing a cross-class skill to become a class skill with this ability does not affect any skill points the character may have already spent in the skill.

Summon Familiar: A hedge wizard can call a familiar. Doing so takes one day and uses up magical reagents that cost 100 gp. A familiar is an unusually tough, magical and intelligent version of a small animal. The creature serves as a companion and servant.

The hedge wizard chooses the type of familiar he gets. As the hedge wizard increases in level, his familiar also increases in power.

If the familiar dies or the hedge wizard chooses to dismiss it, the hedge wizard must make a Fortitude saving throw (DC 15). If the saving throw fails, the hedge wizard loses 200 experience points per class level. A successful saving throw reduces the loss to 100 experience points per class level. However, a hedge wizard's experience point total can never go below zero as the result of a familiar's demise. A slain or dismissed familiar cannot be replaced for a year and a day. Slain familiars can be raised from the dead, just as characters can be, but do not lose a level (hit dice) or a Constitution point when this happy event occurs.

Details of Familiars and the abilities they gain can be found in the Sorcerer class description in *Core Rulebook I*.

Arcane Armour: While wearing armour, the hedge wizard may opt to cast a spell as a full-round action rather than a standard action. The hedge wizard carefully concentrates in order to complete the spell, reducing the arcane spell failure chance of any light armour by 10%, to a minimum of 5%. This does not affect the arcane failure chance for medium or heavy armour. If you are using *The Quintessential Wizard* by Mongoose Publishing, this class feature is equivalent to the Arcane Armour Proficiency (light) feat.

Master of Cantrips: A hedge wizard of 2nd level or above can prepare any cantrip he knows without referring to a spell book, as if he possessed the Spell Mastery feat.

Craft Charm: At 3rd level, the hedge wizard gains the Craft Charm feat as a bonus feat.



Bonus Feat: Every five levels, a hedge wizard gains a bonus feat. This feat must be chosen from the following list: Brew Potion, Brewmaster, Craft Wondrous Item, Potion Focus, Scribe Scroll or Spell Penetration.

Unlimited Cantrips: A hedge wizard of 9th level or above may cast an unlimited number of cantrips each day. Note that at this level the hedge wizard is effectively considered to be casting his cantrips spontaneously.

A Better Cantrip: At 16th level, the hedge wizard can choose a number of cantrips to specialise in equal to three plus his Intelligence modifier. Once per round, he may cast one of these specialised cantrips as a free action, just as though it had been affected by the Quicken Spell feat. Unlike when using Quicken Spell, the cantrip uses up a cantrip spell slot, rather than a 4th-level spell slot.

Ex-Hedge Wizards

Ex-hedge wizards retain all class features and spells and may use them without penalty.

Human Hedge Wizard Starting Package

Armour: None, speed 30 ft.

Weapons: Dagger and quarterstaff.

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability
Alchemy	4	Int
Bluff	4	Cha
Intimidate	4	Cha
Profession (herbalist)	4	Wis
Ride	4	Dex
Search	4	Int
Sense Motive	4	Wis
Spellcraft	4	Int
Listen (cc)	2	Wis
Spot (cc)	2	Wis

Feat: Toughness.

Bonus Feat: Skill Focus (alchemy, profession – herbalist or spellcraft).

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack and flint and steel. Ten candles, map case, three pages of parchment, ink and inkpen. Spell component pouch and spellbook.

Gold: 3d6 gp.

The Hedge wizard

Class	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1	+0	+0	+0	+2	Arcane Armour, Dabbler, Summon Familiar
2	+1	+0	+0	+3	Master of Cantrips
3	+2	+1	+1	+3	Craft Charm
4	+3	+1	+1	+4	
5	+3	+1	+1	+4	Bonus Feat
6	+4	+2	+2	+5	
7	+5	+2	+2	+5	
8	+6/+1	+2	+2	+6	
9	+6/+1	+3	+3	+6	Unlimited Cantrips
10	+7/+2	+3	+3	+7	Bonus Feat
11	+8/+3	+3	+3	+7	
12	+9/+4	+4	+4	+8	
13	+9/+4	+4	+4	+8	
14	+10/+5	+4	+4	+9	
15	+11/+6/+1	+5	+5	+9	Bonus Feat
16	+12/+7+2	+5	+5	+10	A Better Cantrip
17	+12/+7+2	+5	+5	+10	
18	+13/+8/+3	+6	+6	+11	
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+5	+6	+6	+12	Bonus Feat

Hedge Wizard Spells Per Day

Class	Spells per Day								
	0	1	2	3	4	5	6	7	8
1	6	0	—	—	—	—	—	—	—
2	8	1	—	—	—	—	—	—	—
3	10	2	—	—	—	—	—	—	—
4	12	3	—	—	—	—	—	—	—
5	14	4	1	—	—	—	—	—	—
6	16	5	2	—	—	—	—	—	—
7	18	6	3	1	—	—	—	—	—
8	20	7	3	2	—	—	—	—	—
9	U*	8	4	3	1	—	—	—	—
10	U	9	5	3	2	—	—	—	—
11	U	10	6	4	2	1	—	—	—
12	U	11	6	5	3	1	—	—	—
13	U	12	7	6	3	2	—	—	—
14	U	13	8	6	4	2	1	—	—
15	U	14	9	7	4	3	1	—	—
16	U	15	9	8	5	3	2	—	—
17	U	16	10	9	5	4	2	1	—
18	U	17	11	9	6	4	3	1	—
19	U	18	12	10	6	5	3	2	—
20	U	19	12	11	7	5	4	2	1

* At 9th level and above a hedge wizard is able to effectively spontaneously cast any cantrip he knows.

Alternative Hedge Wizard

Starting Package

Same as human hedge wizard, except

Race: Dwarf, elf, gnome, half-elf, halfling or half-orc.

Armour: Speed 20 ft. instead of 30 ft. (dwarf, gnome and halfling only).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Bonus Feat: None.

HEDGE WIZARD SPELLS

The following spells are commonly learned only by hedge wizards. It would be possible for a conventional wizard to learn one or more hedge wizard spells, if taught by a hedge wizard or if learning them from a hedge wizard's book, but most wizards consider hedge wizardly magic to be beneath them. It might be possible for a sorcerer to learn a hedge wizard spell or two, but probably only by researching an identical one.

Fumble

Enchantment (Compulsion)

Level: Hedge Wizard 0

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Subject: One person holding an object

Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

The target of this spell drops an object it is holding (if it is holding an object in both hands, the caster selects which hand is affected). The object lands on the ground at the subject's feet, just as if the subject had been disarmed. Humanoids of five or more hit dice are not affected. Objects held in two hands, or carried in both hands (such as a polearm or a heavy chest) are not affected by this spell.

Material Component: A knob of butter or small vial of grease.

Greater Warding

Abjuration
Level: Hedge Wizard 1
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: Self
Duration: Instantaneous

As *warding*, except the circumstance bonus to the caster's saving throw is +4 rather than +2.

Material Component: An iron nail.

Gremlin

Enchantment (Compulsion)
Level: Hedge Wizard 0
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Subject: One person
Duration: One round
Saving Throw: Will negates
Spell Resistance: Yes

The first skill check the subject makes in the next round after *gremlin* takes effect suffers a -4 circumstance penalty. This can affect a target who is performing a task which takes more than one round – for example, if cast on an armorer attempting to make a suit of masterwork armour, the skill roll for the week is affected, possibly ruining an entire week's worth of work.

Material Component: A broken tool (of any sort).

Luck

Abjuration
Level: Hedge Wizard 0
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: Self
Duration: One round

This spell gives the caster a momentary burst of good luck. The next saving throw, skill check or attack roll he makes after casting the spell has a circumstance bonus of +1.

Material Component: A sprig of heather.

Milch Curse

Transmutation
Level: Hedge Wizard 0
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One domestic animal/level
Duration: One week
Saving Throw: Will negates
Spell Resistance: Will negates

This spell affects the produce of domestic animals (milk for cows or goats, wool for sheep, or eggs for chickens, for example). The animal will produce nothing – milk will dry up, wool will be straggly and useless, chickens will cease laying. If the animal is slaughtered for meat while the spell is still in effect, the meat produced will be stringy and tasteless.

Material Component: A rough sculpture in soft clay of the animal to be *milch cursed*.

Soothsaying

Divination
Level: Hedge Wizard 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: One round
Saving Throw: Will negates
Spell Resistance: Will negates

Soothsaying allows the caster to enter a trance, rolling his eyes into his head, quivering and

shaking, and speaking in a strange voice. This is largely for effect – the spell does not assist with true divination of the future at all, but what it does do is offer minor telepathic abilities for the duration of the spell. The caster is able to read the target's mind just enough to know what the target would most like to hear as a 'fortune.' Thus, if the target were a middle-aged woman desperate for a husband, the caster would know that the best 'fortune' to tell her would be that her true love was just around the corner, and that she would be married within the next year. Once the caster has told the target her fortune, he may (at the Games Master's discretion) gain a +2 circumstance bonus to all Bluff checks made against the target in the hour immediately after the *soothsaying*, as the target will be highly receptive to anything the caster says.

Material Component: Incense worth 1 cp.

Social Invisibility

Enchantment (compulsion)

Level: Hedge Wizard 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person/level

Duration: One round/2 levels

Saving Throw: Will negates

Spell Resistance: Yes

This spell clouds the minds of a small number of humanoids, each of which must be of less than five hit dice. All those affected will perceive that the caster has a right to be where he is (for example, the guards at the castle gates will simply wave him through). After the duration ends, they will vaguely recall the caster, but will not become suspicious unless they deliberately think very carefully about him. The gate guards in the above example will not recall precisely who they let in, but will remember that there was no doubt in their minds that he should have been let through. If questioned thoroughly by a superior, they may admit that they were not really sure why they let him in.

Material Component: A carved wooden whistle.

Sour

Transmutation

Level: Hedge Wizard 0

Components: V, S, M



Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One cu. ft./level of food or drink

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell spoils, sours, rots or otherwise contaminates food or drink of any kind. It even affects holy water, but has no effect on creatures of any type or on magic potions. *Soured* food or drink is immediately obvious on sniffing or tasting.

Note: A cubic foot of water contains roughly seven-and-a-half gallons and weighs around 65 pounds.

Material Component: A lemon.

Trip

Enchantment (Compulsion)

Level: Hedge Wizard 0

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Subject: One person

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The subject must have moved at least one five foot step on its last action. It trips forwards into the five

foot square immediately in front of it. On landing, it will be prone. Humanoids of five or more hit dice are not affected.

Material Component: A small piece of wire.

Warding

Abjuration

Level: Hedge Wizard 0

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Self

Duration: Instantaneous

This spell gives the caster a moment of minor protection from another spellcaster's magic, and works in a similar manner to a counterspell. The hedge wizard must ready the *warding* spell: if a spell is cast targeting the hedge wizard or the area in which he stands, he casts the *warding*. He gains a +2 circumstance bonus to any saving throw that would usually be allowed by the spell; if no saving throw is allowed, the *warding* spell is wasted.

Material Component: An iron pin.

HEDGE WIZARD FEATS

While the following feats are not restricted to hedge wizards, they are more likely to be known by members of this class than those of other adventuring professions. Hedge wizards are frequently more moribund than other adventuring classes and so have the time to devote to more long term goals and achievements. While there is no game mechanic to require the following feats to be learned over a long period of time, both players and Games Masters alike should ensure that they are not simply picked up 'overnight'.

Brewmaster (Special)

You are accomplished at brewing potions and oils of all kinds, and know several ways to take short cuts and speed up the process without adversely affecting the finished product.

Prerequisites: Brew Potion, Profession (herbalist) 5 ranks.

Benefit: Whenever you brew a potion, the creation cost is halved. This affects both the gp and XP costs involved in brewing potions.

Craft Charm (Special)

One of your specialties is the creation of small, temporarily effective talismans known as charms.

Prerequisites: Arcane spellcaster level 3+.

Benefit: You can create any charm for which you meet the prerequisites (see the charms section below). Creating a charm takes three hours and costs 25 gp and 2 XP.

Cantrip Mastery (Metamagic)

You possess a control and understanding of cantrips beyond that of most other hedge wizards.

Prerequisites: Able to cast 3rd level arcane spells, Dabbler.

Benefit: Once per day you may cast a cantrip that is all but impossible for your target to resist. The Difficulty Class for saving throws against the cantrip is increased by +5, likewise your spell penetration roll to defeat an opponent's spell resistance is also increased by +5.

Potion Focus (Special)

You are particularly expert at brewing one particular potion, and have achieved local renown for the potency and efficacy of that brew.

Prerequisites: Brew Potion.

Benefit: Choose one of the following specific types of potion that you are able to brew: *bull's strength*, *cat's grace*, *charisma*, *fire breath*, *hiding*, *intelligence*, *love*, *sneaking*, *swimming*, *truth*, *vision*, *wisdom*. The potion is enhanced in its effect (depending on the type of potion – see below) with no additional cost to the creator.

Bull's strength, *cat's grace*, *charisma*, *intelligence*, or *wisdom*: The enhancement bonus is 1d6+2 instead of 1d4+1.

Fire breath, *love*, *truth*: The saving throw DC is raised by +2.

Hiding, *sneaking*, *swimming*, *vision*: The circumstance bonus to the relevant skill is +15 rather than +10.

CHARMS

Charms are minor magic items with very limited effects. Each stores the ability to cast a particular cantrip once per day and has a total of 10 charges. However, even if the charges are not used, within one month the charm's power dissipates completely. A charm more than one month old, or with no charges left, is entirely worthless.

Charms are very cheap and relatively easily available, especially in the rural areas that hedge wizards typically favour. This is because of their limited power and small number of charges, and also because the user must provide some of the energy required to cast the spell – each use of a charm deals one point of subdual damage to the user, which is recovered in the normal way.

Each charm costs 50 gp and can store the effect of any one cantrip.

Inevitably, the most common charms requested seem to be for the various baleful effects such as *milch curse* or *gremlin* (see pages 11 and 10 of this guide). Such are the petty jealousies of small-town life. Many town councils will regard the use or manufacture of charms as illegal, since they are so commonly used either to facilitate crimes, to harm people, or to interfere with good honest work.



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Power Classes

VII

Hedge Wizard

To some, the hedge wizard might seem to be a poor substitute for the wizard or sorcerer. Not as flashy as the latter, nor as recognised as the former. This is, however, a dangerous misconception. The hedge wizard is a rural, backwoods magician who relies as much on the superstition of his neighbours as on actual magic to make a living. He specialises in the use of cantrips, the minor incantations and simple spells that are largely ignored by most wizards and sorcerers.

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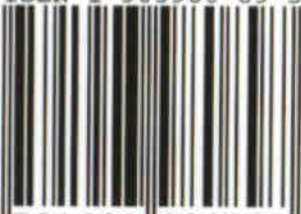
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