

## ALPHA FEY CALLER

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An alpha who has spent time among the fey and has learned to call out to them, summoning them to aid him/her in a quest. The fey are disparate in their temperament and alignment, some fickle like the pixi and the sprite, some noble like the stag centaur and the feywild hippogryph. They inhabit all manner of elements in the natural world, and thus the fey caller alpha is flexible and adaptive to the needs of the pack.

The fey caller lacks spellcasting but sports many pack members with access to spells (often cast at will). It also has the best magical resilience, being able to gain advantage against saving throws and eventually resistance to magical damage. It is a decently survivable subclass, though it does not gain access to a shield like the Marked One, nor does it have as many resistances or chances at survival like the Bone Guardian or Skinshifter (or Marked One, for that matter).

The list of official fey creatures is extremely limited; if you are interested in a wider range of possible creatures for you to tame, consult with your game master about using the creatures from *Into the Fey*, a D&D supplement by Luke Hart. For more information, visit [https://intothefey.backerkit.com/hosted\\_preorders](https://intothefey.backerkit.com/hosted_preorders).

### CALL OF THE FEY

Starting at 3rd level, you may add fey creatures to your pack. In addition, you and your pack members learn the Sylvan language (if you/they do not have it already). If you already have proficiency with the Sylvan language you may command your pack as a reaction rather than a bonus action for the turn.

### COURSING MAGIC

Starting at 6th level, the magic of the Feywild courses through your veins, preserving you from danger. You and your pack members gain +10 maximum hit points and are immune to poison damage and the poisoned condition.

### TOUCHED BY THE FEY

Starting at 11th level, you and your pack members display the resilience of the fey to magic. You and your pack members gain advantage against being charmed, have advantage on saving throws to resist magical effects, and cannot be put to sleep by magic.

### FURY OF THE FEY

Starting at 14th level, you and your pack members are empowered by the magic innate within the fey peoples, granting you both added strength and resilience against other magic. You and your pack members gain resistance to magical damage, and all damage dealt by you and your pack members is treated as magical damage for the purposes of bypassing resistances on the target. If you reach 20th level, your *Eternal Pack* ability adds +3 to the damage of your summoned companions instead of giving them magical damage.