

THE FAERIE-KIN SORCERER

Your innate magic comes from descending from a fey ancestor. Much like the Draconic Bloodline your choice of ancestor makes a difference in this subclass, but unlike the Draconic Bloodline you get a much wider range of options and variance based on your choice. Some of the ancestors grant you greater resilience, while others grant you greater spellcasting, while others grant you new abilities in close combat, and one of them even grants you at-will invisibility. So you have a lot of variety in your choices from a single subclass.

Faerie-Kin Sorcerers excel at survivability and control, albeit in radically different ways. Some of them are highly mobile with the ability to evade enemies that would otherwise overwhelm them, while others are durable and tough, designed to go the distance despite opposition. While you will never be as tough as a draconic bloodline sorcerer or as potent as a divine soul sorcerer, but you will be a highly flavorful sorcerer that plays differently from others.

Unlike other sorcerers, a number of the faerie-kin will benefit from taking Strength as a good stat, survive well in close combat, and evade attacks much like a rogue, so you get radically different playstyles all in one subclass.

FEY BLOODLINE

Starting at 1st level, your fey ancestry manifests to aid you in your quest. Select one of the following fey ancestries for your character, gaining the bonus associated with your fey ancestor. Once you select this choice, you gain the associated benefits from that choice at higher levels.

Dryad: You gain two druid cantrips of your choice. These now count as sorcerer spells for you, using Charisma as your casting stat.

You also gain the following spells at the specified levels, which are automatically prepared and do not count against your limit of prepared spells:

Sorcerer Level Dryad Spells

1st	<i>Entangle, Water Whip</i>
3rd	<i>Barkskin, Darkvision</i>
5th	<i>Speak with Plants, Plant Growth</i>
7th	<i>Freedom of Movement, Greater Invisibility</i>
9th	<i>Awaken, Tree Stride</i>

Eladrin: Your ancestors descended from the ancient elvish societies of the Feywild, and some of their innate magic and skill. You gain one wizard cantrip of your choice. It counts as a sorcerer spell for you, using Charisma as your casting stat.

In addition you also gain proficiency with shortswords, longswords, shortbows, longbows, rapiers, and glaives.

Hag: One of your ancestors was (and there's really no delicate way to put this, so I apologize in advance) legitimately butt-ugly, but her blood running through your veins brings you greater magical power. You gain two warlock cantrips of your choice. These now count as sorcerer spells for you, using Charisma as your casting stat.

You also gain the following spells at the specified levels, which are automatically prepared and do not count against your limit of prepared spells:

Sorcerer Level Hag Spells

1st	<i>Bad Apple, Witch Bolt</i>
3rd	<i>Mirror Image, Suggestion</i>
5th	<i>Bestow Curse, Invigorating Blast</i>
7th	<i>Arcane Eye, Confusion</i>
9th	<i>Dominate Person, Scrying</i>

Red Cap: One of your ancestors was literally a homicidal maniac who had to shed blood and dip his hat in it or die. This has been passed down to you, often manifesting in angry urges and violent tendencies. You increase the damage die of all of your melee weapons by 1 size (so a d4 becomes a d6, a d6 becomes a d8, etc.) to a maximum of a d12, and you may perform the Grapple action as a bonus action for the turn.

Satyr: You have an uncanny ability to drink far more than you should be able to, and you are uncommonly quiet in your movements. You gain proficiency with the Dexterity (Stealth) skill (or expertise if you already have proficiency), and you cannot be intoxicated by non-magical alcohol. Against magical alcohol, you are only intoxicated if you fail a DC10 Constitution saving throw.

Sprite: You gain two druid cantrips of your choice. These now count as sorcerer spells for you, using Charisma as your casting stat.

You also gain the following spells at the specified levels, which are automatically prepared and do not count against your limit of prepared spells:

Sorcerer Level Sprite Spells

1st	<i>Faerie Fire, Speak with Animals</i>
3rd	<i>Lesser Restoration, Pass without Trace</i>
5th	<i>Dispel Magic, Haste</i>
7th	<i>Faithful Hound, Hallucinatory Terrain</i>
9th	<i>Geas, Greater Restoration</i>

Troll: Your blood pulses with magic, causing you to heal from injuries more quickly. At the start of each of your turns you regain hit points equal to your sorcerer level. If you are not conscious at the start of your turn, instead of regaining hit points in this manner, roll a DC13 Constitution saving throw: if you pass the saving throw, recover hit points equal to your Constitution modifier.

MAGICAL RESISTANCE

Starting at 1st level, your fey ancestry protects you from magical effects. You gain advantage on saving throws against being charmed, and cannot be put to sleep by magical means. If you already gain this ability from a racial feature, you are immune to receiving the *Charmed* condition.

FEY PRESERVATION

Starting at 6th level, your fey blood causes you to resist or evade damage in the footsteps of your ancestors. You gain the following bonus based on your associated ancestry:

Dryad: You harden yourself to incoming damage, embracing the woodland aspect of your ancestors. As a bonus action you may cast the *Barkskin* spell on yourself at will without spending a spell slot.

Eladrin: You manifest the swift motions of your ancestors. Your run speed increases by 10 feet, and you may perform two attacks whenever you take the Attack action.

In addition, you gain one of the following fighting styles: *Archery, Defense, Dueling, or Two Weapon Fighting.*

Hag: You learn the hag power of phasing into etherealness to avoid danger. When you suffer damage, you may spend your reaction to enter the Ethereal Plane. This does not provoke opportunity attacks. At the start of your next turn you return to a point within 15 ft of where you were in the Material Plane.

Red Cap: Your connection to the blood of your victims in your hat fuels your power and vitality. You may perform two attacks whenever you take the Attack action.

In addition, every time you slay a target, add 1 spirit to your hat. Each day you may expend 1 spirit from the hat or suffer a reduction to your maximum hit points equal to your sorcerer level. You may also expend 1 spirit as part of a short rest to replenish 1d4-1 hit die (to a minimum of 1).

Satyr: You are lithe and cunning, manifesting the quick movements of the satyrborn. You are always treated as if you had taken the Disengage action, and you gain advantage on Dexterity saving throws.

Sprite: You grow more skilled in evading enemies using the agility of the faerie peoples. Your Armor Class increases by 2, and you may perform the Disengage action as a bonus action each turn.

Troll: Your body physically changes to resemble more of your troll ancestor, with your limbs growing and your skin thickening. You gain resistance to non-magical bludgeoning, piercing, and slashing damage, and your run speed increases by 10 feet.

FEY VISAGE

Starting at 14th level, your physical appearance begins to change, reflecting more and more your fey predecessors. You gain the following bonus based on your associated ancestry:

Dryad: Your features take on the alluring and enchanting look of the woodland spirits. Targets suffer disadvantage when performing Wisdom and Charisma saving throws against your spells. You also gain proficiency in the Charisma (Persuade) skill (or expertise, if you are already proficient).

Eladrin: You begin to manifest the changing colors of the eladrin, betraying the emotions they feel that day. At the start of each day, you choose a season that your visage resembles: **Spring** (you gain advantage on Charisma (Persuade) rolls and advantage on Wisdom saving throws), **Summer** (you gain advantage on Charisma (Performance) rolls and add 1d4 fire damage to all of your attacks), **Autumn** (you gain advantage on Charisma (Deception) rolls and targets reduce their Wisdom saving throws against your spells by 1d4), or **Winter** (you gain advantage on Charisma (Intimidation) rolls and targets who suffer damage from your attacks reduce their speed by 10 feet until the end of their next turn).

Hag: You begin to develop boils and sores on your body that, while infected and putrid, do not seem to harm you. While a target is grappled by you or damages you with an attack within 5 ft of you, the target suffers 7 (2d6) poison damage and must pass a Constitution saving throw against your spell save DC or be *Poisoned* for 1 hour.

Red Cap: Your sinews become tight and hard like your ancestor, making you unnaturally strong for your size. You perform all Grapple actions at advantage, are treated as being one size larger when grappling, and thus may grapple creatures up to two sizes larger than you (rather than one). In addition, you do not need to expend a spirit each day so long as you deal damage with a weapon, as you use its blood to satisfy the desires within you.

Satyr: You begin to manifest horns and stronger legs, allowing you to strike in melee with greater force. When you move 15ft or more in a straight line toward a target, melee attacks you perform against the target add 7 (2d6) to the damage of the weapon or spell.

Sprite: You sprout wings like your faerie ancestors, carrying you effortlessly across the battlefield. You gain a flying speed equal to your run speed, and may perform the Dodge action as a bonus action each turn.

Troll: Your teeth grow sharper and your fingernails turn into sharp claws. You may perform an unarmed attack each turn as a bonus action (or two attacks if using your claws), and your damage with your unarmed attacks increases to 1d6 + your modifier (Strength for bites, Dexterity or Strength for your claws).

Additionally, when you successfully bite a target that is not a construct or undead, you recover hit points equal to the damage you deal.

FLOWING FEY MAGIC

Starting at 18th level, you fully manifest your otherworldly abilities, tapping deep into your roots. You gain the following bonus based on your associated ancestry:

Dryad: Your connection to nature intensifies as you manifest the spirit essence of your forebears. You no longer have a scent (smell-based senses automatically fail to sense you), and you gain a Tremorsense of 120 ft. In addition, while touching the ground your Constitution score increases by 2, may have a maximum Constitution of 22, and you gain temporary hit points equal to your sorcerer level after completing a long rest.

Eladrin: Your ancient ancestors were powerful weavers of magic, able to transcend the limitations of the body to become powerful archfey, and now you can tap into that magic. At the start of your turn you may suffer 3 (1d6) force damage to become ethereal until the start of your next turn: while ethereal you have immunity to non-magical piercing, bludgeoning, and slashing damage, treat all terrain as open terrain, and gain advantage on Dexterity (Stealth) checks. At the end of your turn you may choose to spend a hit die: you regain that many hit points.

Hag: You weave your magic with greater power than a mortal should be capable of wielding, making it harder for enemies to escape your grasp. When targets you select perform a saving throw against a spell you cast, the target suffers a 1d6 penalty to the saving throw attempt. When rolling for a spell attack, targets do not benefit from cover.

Red Cap: Your thirst for blood is insatiable as you give in to the redcap within you. When you perform the Attack action you may perform three attacks as a single action. If you cast a spell that deals a melee spell attack, it may also perform three attacks instead of the typical one.

Satyr: You fully manifest the cunning and charming aspects of the satyrborn, reveling in the moment like no other. You gain advantage on Charisma (Persuade) and Charisma (Perform) skill checks, and are immune to the *Frightened* condition.

In addition you may spend a bonus action to end one instance of *Grappled*, *Restrained*, or *Paralyzed* on yourself.

Sprite: You master the art of subterfuge of the faeries. You may spend an action to turn invisible at will. While invisible you are treated as if you cast the *Greater Invisibility* spell, though it does not require your concentration.

Troll: You gain resistance to all bludgeoning, piercing, and slashing damage, and when you are damaged by an attack that does not deal fire damage and you are not reduced to 0 hit points, you regain hit points equal to your proficiency modifier after resolving the damage.