

# SOUL OF THE FEY

Carl Vandal

A Sorcerer Archetype for the Forgotten Realms.





# TABLE OF CONTENTS

<u>Table of Contents</u>	<u>2</u>
<u>Credits</u>	<u>2</u>
<u>Introduction</u>	<u>3</u>
<u>Background</u>	<u>3</u>
<u>Soul of The Fey</u>	<u>3</u>
<u>Seelie Soul</u>	<u>3</u>
<u>Unseelie Soul</u>	<u>5</u>
<u>My Other Works</u>	<u>7</u>

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## NOTES

All the creatures and magic items detailed in this adventure can be found on [www.dndbeyond.com](http://www.dndbeyond.com), either in the official monster section or in homebrew. All homebrew monsters and magic items have been created by Carl Vandal.

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Carl Vandal has been playing Dungeons & Dragons and other TTRPGs for over forty years. He enjoys playing and DMing and tries to create the scenarios he would like to play in himself.

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## INTRODUCTION

“Soul of the Fey” provides details regarding a new Sorcerer archetype that can be used in your campaign. Although designed for use in the Forgotten Realms, the Soul of the Fey can be used in any campaign setting.

## BACKGROUND

The Feywild, also called the Plane of Faerie, is a land of soft lights and wonder, a place of music and death. It is a realm of everlasting twilight, with glittering faerie lights bobbing in the gentle breeze and fat fireflies buzzing through groves and fields. The sky is alight with the faded colors of an ever-setting sun, which never truly sets (or rises for that matter); it remains stationary, dusky, and low in the sky. Away from the settled areas ruled by the Seelie fey that compose the Summer Court, the land is a tangle of sharp-toothed brambles and syrupy fens — perfect territory for the Unseelie fey to hunt their prey.

Fey crossings are places of mystery and beauty on the Material Plane that have a near-perfect mirror in the Feywild, creating a portal where the two planes touch. A traveler passes through a fey crossing by entering a clearing, wading into a pool, stepping into a circle of mushrooms, or crawling under the trunk of a tree. To the traveler, it seems like he or she has simply walked into the Feywild with a step. To an observer, the traveler is there one moment and gone the next.

Tales speak of children kidnapped by fey creatures and spirited away to the Feywild, only to return to their parents years later without having aged a day, and with no memories of their captors or the realm they came from.

And so, it was with your ancestor. Whatever they experienced changed them forever, and that change has manifested within you.

## SOUL OF THE FEY

A sorcerer with a Fey soul draws their magic from the Feywild. The magic can be beautiful and enchanting or dark and terrible, depending on the nature of the Fey that influenced the ancestor of the sorcerer.

## SEELIE SOUL

Your soul has links to the Seelie Fey. As a result, you are incredibly charming and enjoy entertaining. You have a greater affinity with nature and illusionary



magic.

## Fey Charm

Your fey qualities give you a supernatural charm. As a result, whenever you make a Charisma check, you gain a bonus to the check equal to your Charisma modifier (minimum of +1).

You learn additional spells when you reach certain levels in this class, as shown on the Fey Soul Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an enchantment or an illusion spell from the sorcerer, warlock, or wizard spell list.

## Fey Soul Spells

Sorcerer Level	Spell
1st	<i>charm person, sleep</i>
3rd	<i>calm emotion, suggestion</i>
5th	<i>fast friends, hypnotic pattern</i>
7th	<i>charm monster, hallucinatory terrain</i>
9th	<i>dream, modify memory</i>

## SEELIE SOUL

Level	Proficiency Bonus	Sorcery Points	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	—	Spellcasting, <i>Fey Charm</i>	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	2	Font of Magic	4	3	3	—	—	—	—	—	—	—	—
3rd	+2	3	Metamagic	4	4	4	2	—	—	—	—	—	—	—
4th	+2	4	Ability Score Improvement	5	5	4	3	—	—	—	—	—	—	—
5th	+3	5	—	5	6	4	3	2	—	—	—	—	—	—
6th	+3	6	<i>Fey Sorcery</i>	5	7	4	3	3	—	—	—	—	—	—
7th	+3	7	—	5	8	4	3	3	1	—	—	—	—	—
8th	+3	8	Ability Score Improvement	5	9	4	3	3	2	—	—	—	—	—
9th	+4	9	—	5	10	4	3	3	3	1	—	—	—	—
10th	+4	10	Metamagic	6	11	4	3	3	3	2	—	—	—	—
11th	+4	11	—	6	12	4	3	3	3	2	1	—	—	—
12th	+4	12	Ability Score Improvement	6	12	4	3	3	3	2	1	—	—	—
13th	+5	13	—	6	13	4	3	3	3	2	1	1	—	—
14th	+5	14	<i>Fey Step</i>	6	13	4	3	3	3	2	1	1	—	—
15th	+5	15	—	6	14	3	3	3	3	2	1	1	1	—
16th	+5	16	Ability Score Improvement	6	14	3	3	3	3	2	1	1	1	—
17th	+6	17	Metamagic	6	15	3	3	3	3	2	1	1	1	1
18th	+6	18	<i>Fey Presence</i>	6	15	3	3	3	3	3	1	1	1	1
19th	+6	19	Ability Score Improvement	6	15	3	3	3	3	3	2	1	1	1
20th	+6	20	Sorcerous Restoration	6	15	3	3	3	3	3	2	2	1	1

### Fey Sorcery

At 6th level, when you cast any spell of 1st level or higher from your Fey Soul Spells feature, you can cast it by expending a spell slot as normal or by spending a number of sorcery points equal to the spell's level. If you cast the spell using sorcery points, it requires no verbal or somatic components, and it requires no material components, unless they are consumed by the spell.

In addition, you gain resistance to psychic damage, and you have advantage on saving throws against being [charmed](#) or [frightened](#).

### Fey Step

At 14th level, you gain the ability to slip in and out of the Feywild, to move in a blink of an eye: you can cast [misty step](#) without expending a spell slot. You can do so a number of times equal to your Charisma

modifier (minimum of once), and you regain all expended uses when you finish a long rest.

In addition, whenever you cast misty step, you can bring along one willing creature you can see within 5 feet of you. That creature teleports to an unoccupied space of your choice within 5 feet of your destination space.

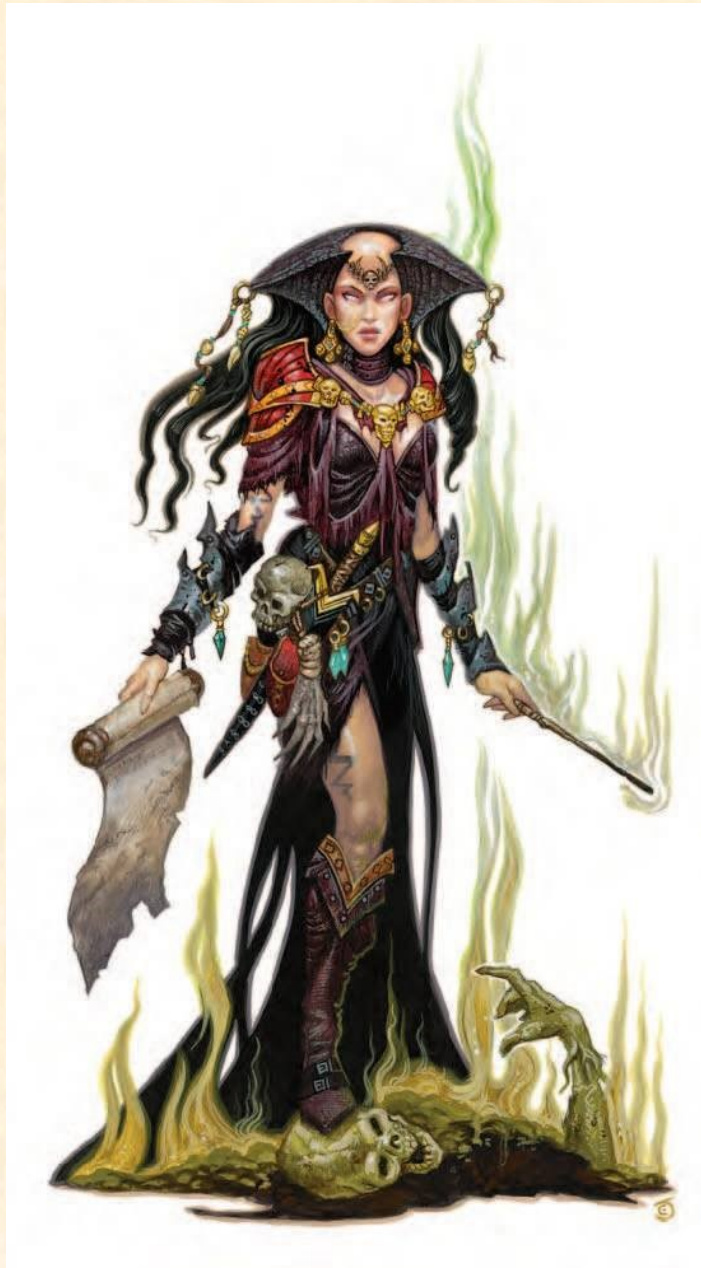
### Fey Presence

A 18th level, you gain the ability to channel the presence of your fey ancestor, causing those around you to become awestruck. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be [charmed](#) until the aura ends. A creature can repeat the saving throw at



the end of each of its turns, with disadvantage if you are within line of sight, ending the effect on itself on a success. A creature that succeeds on this saving throw is immune to your Fey Presence for the next 24 hours.

## UNSEELIE SOUL



Your soul has links to the Unseelie Fey. As a result, you have a very unsettling presence and have a vicious sense of justice. You have a greater affinity with darkness and illusionary magic.

### Fey Glamour

The magic of the Feywild guards your mind. This grants you advantage on saving throws against being [charmed](#) or [frightened](#).

In addition, when you take damage from a creature you can see within 60 feet of you, you can force that creature to succeed on a DC 16 Constitution saving

throw or take 11 (2d10) psychic damage.

You learn additional spells when you reach certain levels in this class, as shown on the Fey Soul Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an enchantment or an illusion spell from the sorcerer, warlock, or wizard spell list.

### Fey Souls Spells

Sorcerer Level	Spell
1st	<i>disguise self, hex</i>
3rd	<i>crown of madness, invisibility</i>
5th	<i>fear, incite greed</i>
7th	<i>compulsion, greater invisibility*</i>
9th	<i>dominate person, mislead</i>

### Fey Sorcery

At 6th level, when you cast any spell of 1st level or higher from your Fey Soul Spells feature, you can cast it by expending a spell slot as normal or by spending a number of sorcery points equal to the spell's level. If you cast the spell using sorcery points, it requires no verbal or somatic components, and it requires no material components, unless they are consumed by the spell.

In addition, you gain resistance to psychic damage.

### Fey Step

At 14th level, you gain the ability to slip in and out of the Feywild, to move in a blink of an eye: you can cast [misty step](#) without expending a spell slot. You can do so a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

In addition, whenever you cast misty step, you can bring along one willing creature you can see within 5 feet of you. That creature teleports to an unoccupied space of your choice within 5 feet of your destination space.

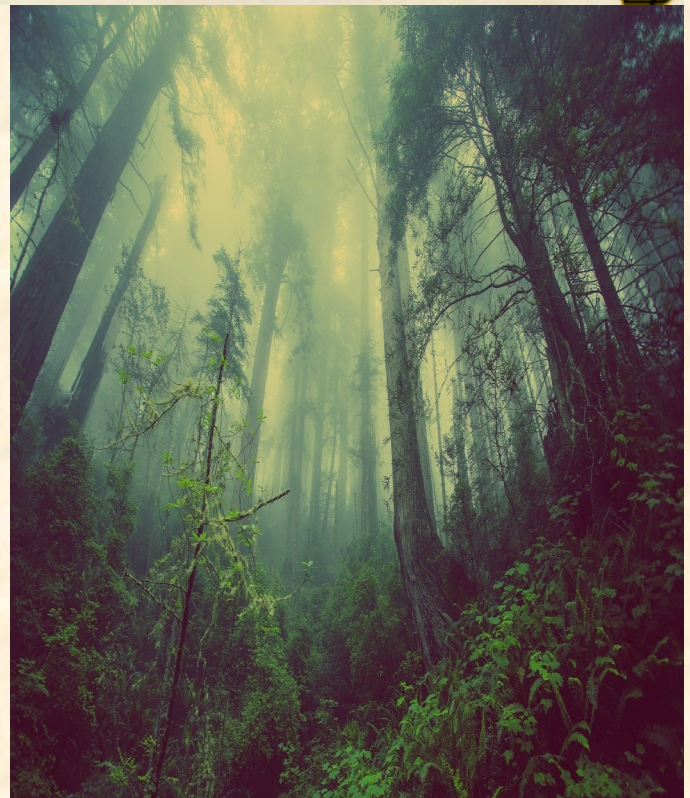
### Fey Visage

At 18th level, you gain the ability to present your true fey appearance. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of

## UNSEELIE SOUL

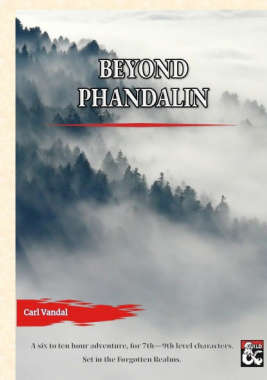
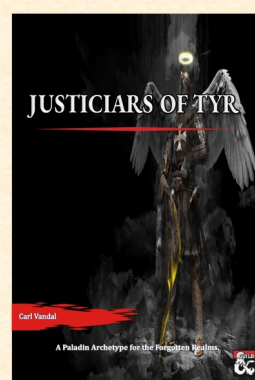
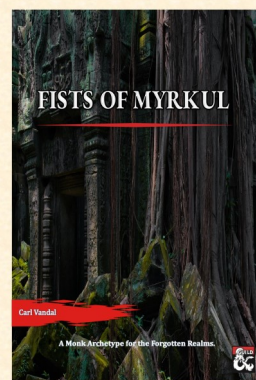
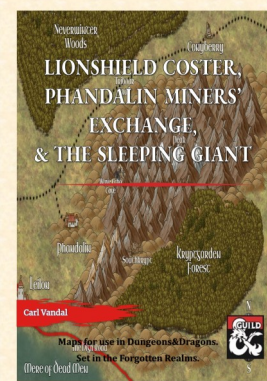
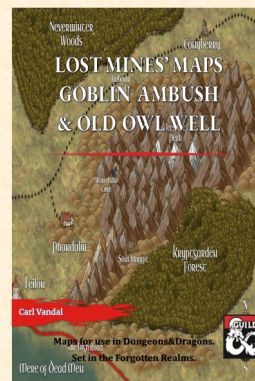
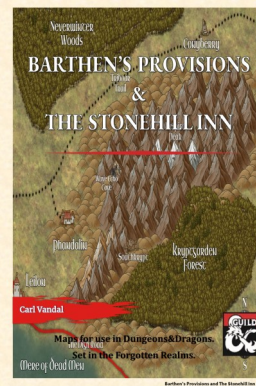
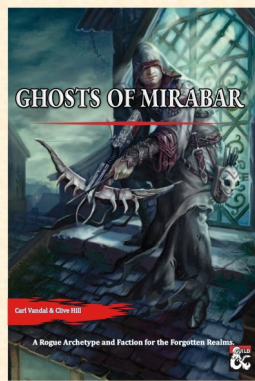
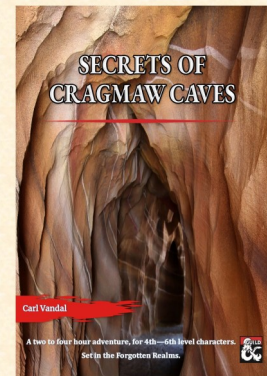
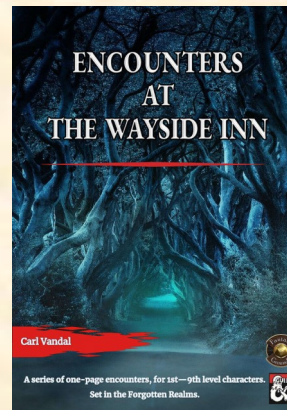
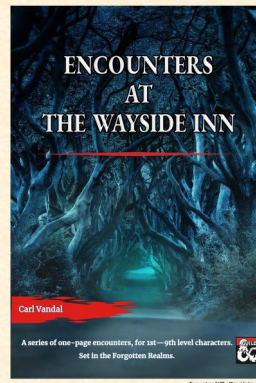
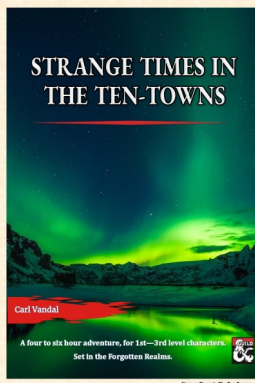
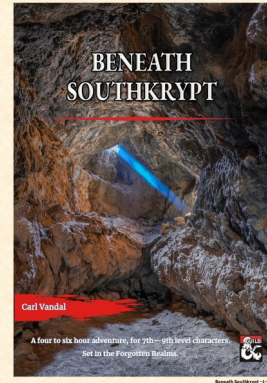
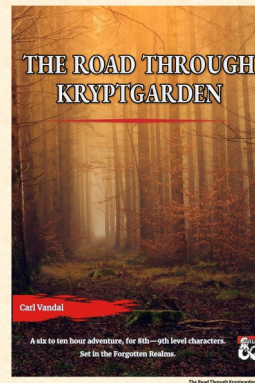
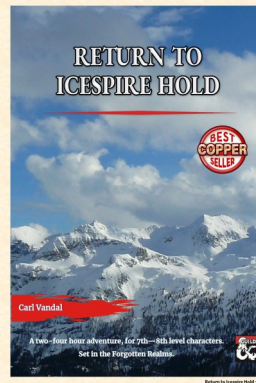
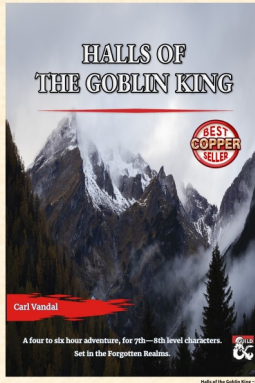
Level	Proficiency Bonus	Sorcery Points	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	—	Spellcasting, <i>Fey Glamour</i>	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	2	Font of Magic	4	3	3	—	—	—	—	—	—	—	—
3rd	+2	3	Metamagic	4	4	4	2	—	—	—	—	—	—	—
4th	+2	4	Ability Score Improvement	5	5	4	3	—	—	—	—	—	—	—
5th	+3	5	—	5	6	4	3	2	—	—	—	—	—	—
6th	+3	6	<i>Fey Sorcery</i>	5	7	4	3	3	—	—	—	—	—	—
7th	+3	7	—	5	8	4	3	3	1	—	—	—	—	—
8th	+3	8	Ability Score Improvement	5	9	4	3	3	2	—	—	—	—	—
9th	+4	9	—	5	10	4	3	3	3	1	—	—	—	—
10th	+4	10	Metamagic	6	11	4	3	3	3	2	—	—	—	—
11th	+4	11	—	6	12	4	3	3	3	2	1	—	—	—
12th	+4	12	Ability Score Improvement	6	12	4	3	3	3	2	1	—	—	—
13th	+5	13	—	6	13	4	3	3	3	2	1	1	—	—
14th	+5	14	<i>Fey Step</i>	6	13	4	3	3	3	2	1	1	—	—
15th	+5	15	—	6	14	3	3	3	3	2	1	1	1	—
16th	+5	16	Ability Score Improvement	6	14	3	3	3	3	2	1	1	1	—
17th	+6	17	Metamagic	6	15	3	3	3	3	2	1	1	1	1
18th	+6	18	<i>Fey Visage</i>	6	15	3	3	3	3	3	1	1	1	1
19th	+6	19	Ability Score Improvement	6	15	3	3	3	3	3	2	1	1	1
20th	+6	20	Sorcerous Restoration	6	15	3	3	3	3	3	2	2	1	1

awe to a distance of 60 feet. Any humanoid that starts its turn within 60 feet of you and can see you must make a Wisdom saving throw. On a failed save, the creature is [frightened](#) for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if you are within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Fey Visage for the next 24 hours.





# MY OTHER WORKS



This, and other works, can be found on [www.DMsGuild.com](http://www.DMsGuild.com)



## **SOUL OF THE FEY**

**A unique Sorcerer Archetype for use in the Forgotten Realms.**

**At some time in the history of your family, one of your ancestors met a member of the Fey. Generations later, the blood of the Fey flowing in your veins has ignited the magic within the part of your soul that is Fey**

**Two options are given for the Sorcerer Origin (Seelie or Unseelie Fey).**

