



Art by Chaoyuan Xu

FEY WARRIOR

A fey warrior has journeyed through the Feywild and returned intact. The original fey warriors were powerful elven warriors who journeyed into the Feywild to explore their ancestry. When they returned from their journey, they were different, their blood and body laced with the magic of the fey.

In today's age, fey warriors are uncommon and many who become so do by accident. Men and women who journey through a fey crossing and return to the Material Plane feel their bodies change, gaining abilities previously unknown to them.

The fey warrior gains specific body modifications, outlined at the end of the article.

PREREQUISITES

To become a fey warrior, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Dexterity 13.** Fey warriors need grace to fully move as a fey.
- **Charisma 13.** A defining feature of the fey is their surreal beauty. Fey warriors must be able to understand and represent the beauty of the Feywild.
- **Proficiency in the Nature skill.** The Feywild is a raw, natural version of the world, with many dangers where magic can behave unpredictably. To survive the Feywild, knowledge of nature is required.
- **Character level 5th.** To channel the powers of the Feywild require a certain strength, one which only comes with experience.
- **Survive the Feywild.** You must have entered the Feywild through either a fey crossing or magical transport. Once there, you must have spent at least one week of time there, during which you ate or drank food and water native to the Feywild, before returning home.

The Fey Warrior

Level	Features
1st	Fey Transformation, Call of the Feywild
2nd	Feature of the Fey
3rd	Feature of the Fey
4th	Permanent Manifestation
5th	Feature of the Fey

CLASS FEATURES

As a fey warrior, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per fey warrior level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per fey warrior level

PROFICIENCIES

Saving Throws: None

Skills: Choose one between Arcana and Perception

EQUIPMENT

The fey warrior prestige class does not grant any special equipment.

FEY TRANSFORMATION

At 1st level, your body is slowly adapting to the introduction of fey magic into your system. You gain the Blood of the Fey trait outlined in the “Features of the Fey” section below. At 2nd, 3rd, and 5th, you gain another feature as your body continues its transformation.

CALL OF THE FEYWILD

The time you spent in the Feywild have attuned your body to everything fey. You can now instantly detect any fey creatures within 30 feet of you. In addition, by focusing in a deep, meditative trance for 1 hour, you can extend this ability, alerting you to the presence of all fey creatures within 5 miles.

PERMANENT MANIFESTATION

You have grown accustomed to the changes to your body. You can choose one of the active traits from a Feature of the Fey you have selected and make it permanent. The physical manifestation remains permanently, and you can use the ability a number of times up to your Charisma modifier before having to complete a long rest.

FEATURES OF THE FEY

The Feywild is permeated with magic. The flora and fauna have been changed by wild magic embedded in the land. The magic affects all creatures, even those who only spend a short time in the Feywild.

A creature who has spent time in the Feywild will feel the effects of fey magic change their body as they grow and develop. Much like a fighter whose blows become more powerful as he trains, a creature touched by fey magic grows powerful as well.

A few of the features contain abilities which require saving throws. Your Fey Feature Save DC is as follows.

Fey Feature Save DC = 8 + your proficiency bonus + your Charisma modifier

OVERVIEW

A Feature of the Fey is a biological change to a creature's body. While some features have physical manifestations, many have hidden benefits only known to the creature. A Feature of the Fey is broken down into two traits.

Passive Trait. Passive traits are not visible to other creatures, and may even be barely known to the affected creature.

Active Trait. Active traits are powerful changes brought on by fey magic, which you can explode out of your body. These traits have a temporary physical manifestation which disappear once the trait is used.

FEATURES

Presented below are four features for use by a fey warrior. The initial feature, Blood of the Fey is gained at the first fey warrior level, and the others can be chosen from as the fey warrior gains levels.

BLOOD OF THE FEY

Your blood has been touched by fey magic, slowly changing your body. The magic begins working on your blood, changing its color from the usual red to a bright blue.

Trance (Passive Trait). You no longer need to sleep. Instead, like the elves, you may enter a meditative trance in order to rest and recover. In addition, you are immune to magical sleep and have advantage on saving throws against being charmed.

Protection from Magic (Active Trait). Your magical blood makes it difficult for magic to control you. If you are subjected to a spell which inflicts a status effect or has the mind-altering property, you may use a reaction to reroll the saving throw, this time with advantage. When you use this ability, your skin pulses, giving off a dull blue glow for 1 round.

Once you use this feature, you must complete a long rest before you can use it again.



Art by Ming Tong

EYES OF THE FEY

Your eyes have grown stronger, enhanced by the magic of the fey. Your eyes begin to look more feline as your normally round pupils transform into vertical ovals.

Cat's Vision (Passive Trait). You have no trouble seeing in the dark. You can see in the dark and dim light up to 120 feet away.

Hypnotic (Active Trait). Your eyes have a hypnotic property. As an action, you can lock eyes with another creature and attempt to hypnotize them. The targeted creature must succeed a Wisdom saving throw against your Fey Feature Save DC or be hypnotized as long as you maintain eye contact. A hypnotized creature is effectively stunned, unable to move or act for the duration of the round. The creature may make another saving throw at the end of his next turn to end the hypnosis, or is instantly cured if he takes damage.

As you are using this feature, your irises change color rapidly, becoming a kaleidoscope of color.

Once you use this feature, you must complete a long rest before you can use it again.

VISAGE OF THE FEY

Your facial structure has changed due to the magic of the fey. Your features become more angled, your skin lightens in tone, and blemishes disappear from your face.

Beautiful Features (Passive Traits). The changes brought upon your face have left you more beautiful. Your Charisma score increases by 1, up to a maximum of 20.

Reasonable Suggestion (Active Trait). As an action, you smile at one creature disarmingly, catching him off guard. The creature must make a Wisdom saving throw. On a failed save, you may suggest a course of action for the creature to follow, identical to the spell *suggestion*. As you use this feature, your voice becomes light and airy and you have trouble speaking above a whisper.

Once you use this feature, you must complete a long rest before you can use it again.

SPEED OF THE FEY

Your body has grown quicker due to the fey magic.

Grace (Passive Trait). The changes upon your body have increased your speed. Your Dexterity score increases by 1, up to a maximum of 20. In addition, your base speed increases by 5 feet.

Burst of Speed (Active Trait). You have adapted to your increasing speed and can use it to run from trouble. As a reaction to taking damage, you may move up to half your total movement, without provoking opportunity attacks. As you use this feature, your body becomes lithe and as you move parts of your body around, they give off a faint blue glow.

Once you use this feature, you must complete a long rest before you can use it again.

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