

FEY ENCHANTER

A SORCEROUS ORIGIN FOR PLAYERS OF DUNGEONS AND
DRAGONS 5E

BY C M O'HALLORAN



FEY ENCHANTER

*“Though the squally east-wind keenly
Blew, with folded arms serenely
By the water stood the queenly
Lady of Shalott.*

*With a steady stony glance—
Like some bold seer in a trance,
Beholding all his own mischance,
Mute, with a glassy countenance—
She look’d down to Camelot.”*

*From “The Lady Of Shalott”
by Alfred, Lord Tennyson*

A NOBLE SCION

Teremar steps in front of his fighter companion. As he plays the flute, lavender smoke billows over the bandits. Soon they soften and smile, their hostility extinguished in the glint in his eye.

Morgenn turns away from the mirror in a rage. As she screams every glass surface in the castle shatters.

In the depths of the forest, children say they have seen a beautiful lady with blue pools for eyes. When they approach she puts her finger to her lips. She knows she can trust them to keep her secrets.

Fey Enchanters are mortals that carry the bloodline of a Fey being of some distinction. Perhaps a long forgotten ancestor fell for the charms of a Fairy King. Perhaps you are a changeling, swapped at birth with a mortal child. Fey Enchanters want to know where their power has come from. As they grow in strength their control over Enchantment magic increases and their Fey heritage becomes more pronounced. Both blessed and cursed, these Sorcerers belong neither in the



mortal or Fey realms. At your option, pick from or roll on the Fey Noble Ancestor table to determine the origin of your power.

Fey Noble Ancestor

d6	Origin
1	A fairy King or Queen fell in love with one of your ancestors. Hidden from mortals, their child was brought up without knowledge of their parentage.
2	A Fey Elder being desired a human child for its own. You were swapped for the mortal. Initially disguised, as you grow in power your true form is revealed.
3	Out of fear you were abandoned by Fey parents to be raised by mortals. Perhaps a terrible prophecy is attached to your destiny.
4	An ancestor was cursed by an evil Fey creature. Perhaps they thwarted their dark plans, or perhaps it was simple jealousy. Your blood line is a result of the Fey curse.

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| 5 | An ancestor did something truly noble for a Fey King or Queen. As a result, their descendants are blessed by Fey magic. |
| 6 | An ancestor of yours hunted and killed a powerful Fey being. As a result, its life force is imprinted on their descendants for eternity. |

Fey Enchanter

The Fey Enchanter is a Sorcerer whose magic is a manifestation of their Fey heritage. The magic that infuses you is compelling and impossible to conceal. As a Fey Enchanter, you are feared and distrusted by many mortals. You may also find you are unwelcome in Fey Realms, as you could be the result of a scandalous dalliance. You may even find you already have powerful enemies among the Fey.

Fey Enchanters have to learn to master their gift by themselves. Superstition means they are often unwelcome in settled lands. Many never learn the secret of their origin. As a result, Fey Enchanters often end up using their power to bind others to their will.

Fey Magic Features

Sorcerer Level	Feature
1st	Fey Noble Ancestry, Fey Noble Skills.
6th	The Taint Manifests, Obey your Mistress/Master.
14th	Fairy Oaths and Curses.
18th	Witness the Majesty of Your Fey Liege.

Fey Noble Ancestry

Starting at 1st level, you are immune to the effects of alcohol and can eat and drink as much as you like without feeling full. You have advantage on saves versus poison, enchantment and charm.

Fey Touched Skill

Your heritage gives you enhanced natural abilities. Often accomplishments with these abilities gave you the first clue to your blood line. Starting at 1st level, you can speak and understand Sylvan. You have expertise in either **Persuasion** or **Intimidation**, and in either **Performance** or any **Crafting** skill. If you know how to play one, you can use a musical instrument as your arcane focus. These are in addition to your standard skills.

When you use either of your selected skills or speak Sylvan, your Fey power reveals itself. Perhaps your voice takes on an unearthly tone, or coloured lights dance along the strings as you play your instrument.

The Taint Manifests

At 6th level, you gain access to any spell from the Enchantment school of magic. This affects new spells you learn and spells you decide to replace, as per the Sorcerer class.

In addition, your appearance starts to take on the characteristics of your Fey ancestor. The ageing process starts to slow down to ¼ the normal rate for your race. People you encounter know that there is something unusual about you. Choose from one of the features below or make up your own:

Fey Appearance

d6	Appearance
1	Your ears lengthen into points.
2	Your eyes turn black when you blink.
3	Your hair thickens and takes on a blue, pink, or green colour.
4	Twisted wooden antlers sprout from your temples or forehead.
5	Your skin becomes hairless and bronze.



- 6 A brightly coloured birthmark appears on your skin. It is clearly some kind of magical symbol.

OBEY YOUR MISTRESS/MASTER

At 6th level, your ability to dominate the targets of your Enchantment spells

increases. When a creature makes a save to escape the effect of an Enchantment spell you have cast, you can use a reaction to spend 2 sorcery points and force them to make the save again. You can repeat this as often as you have sorcery points to spend.

FAIRY OATHS AND CURSES

At 14th level, you gain additional mastery over spells from the Enchantment school of magic. You can cast any Enchantment spell you know as a ritual. Casting the spell in this way costs sorcery points equal to the level of the spell, and the spell is referred to as an oath or curse. The target for your oath or curse must be a specific creature or person, even if the spell normally allows you to target a point in space. In order to cast the ritual you need as material components a piece of the target's body, such as a lock of hair or drop of blood. You also need magical herbs or flowers and jewellery worth from 50 to 250gp, depending on the level of the spell.

Fairy oaths and curses cast this way can target a creature or person who you cannot see, as long as you are both on the same plane of existence. If the target is not in your presence, you must use as an additional material component a perfect reflective surface, such as a mirror or still body of water. The surface must remain unbroken for the duration of the spell.

Any spell that has a duration longer than instantaneous can be extended when cast as a fairy oath or curse. The oath or curse remains in effect until a specific condition has been met. You must declare the condition when you cast the spell. Your target is aware of the condition from the moment the spell effect begins. The condition must be both reasonable and possible for the target to achieve. If your condition does not meet this criteria, you instead become the target of the spell.

Your target has the chance to resist the spell as normal, if they choose to do so. If they resist your attempt, they know that you have tried to use magic on them.

Songs and stories are littered with mortals who have gained the services of a Fey Enchanter in exchange for being bound to them by an oath, or found themselves the target of a powerful curse.

Conditions for Oaths and Curses

The conditions you set are a chance for some creative roleplaying. Ultimately, the DM will decide what is reasonable and possible. It may be best to prepare a few conditions in advance. Some examples are given:

*Teremar casts **Bless** on willing allies. The spell remains in effect until "the bravest of their foes is defeated". The players hope this is their final enemy, but it may be one of their henchmen!*

*Morgenn sees one of the castle guards in her mirror. Holding a lock of hair, she casts **Tasha's Hideous Laughter**. The spell ends when "there is nothing more to laugh at". When the Guard Captain starts his patrol, the curse ends immediately.*

As an action you can spend 5 sorcery points to reveal your true form.

You take on all the features from the Fey Appearance table above, or choose features for yourself. You gain both fly and climb speeds equal to your walking speed. You create an aura of Enthrallment or Foul Dread to a radius of 30 feet that affects all hostile creatures. They must succeed on a **Wisdom** saving throw or be charmed (Enthrallment) or frightened (Foul Dread). Your True Form lasts for 1 minute or until you lose concentration.

A creature that succeeds on its saving throw is immune to your aura for 24 hours. Once you have chosen the effect of your aura, you cannot change it.

WITNESS THE MAJESTY OF YOUR FEY LIEGE

Beginning at level 18, you can change your appearance to fully realise your Fey power.

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