

## SORCEROUS ORIGIN: FEY BLOODLINE

Your innate magic comes from the blood of the fey that runs through your veins. One or more of your ancestors came from the Feywild, a realm of wonder and magic. Elves and gnomes are obvious carriers of the fey bloodline, but even members of other races might have a distant fey ancestor whose magic has reappeared after unnumbered generations. Or, perhaps your own blood has become infused with the magic of the Feywild after spending an extended period of time there yourself, having accidentally stumbled through one of the hidden and fickle doorways to this plane.

### FEY MAGIC

Starting at 1st level, your fey blood allows you to tap magic otherwise unavailable to sorcerers. Add the following spells to the sorcerer spell list for you.

### FEY BLOODLINE EXPANDED SPELLS

Spell Level	Spells
1st	<i>faerie fire, speak with animals</i>
2nd	<i>calm emotions, pass without a trace</i>
3rd	<i>conjure animals, plant growth</i>
4th	<i>conjure woodland beings, hallucinatory terrain</i>
5th	<i>geas, scrying</i>

### BEGUILING EYES

Starting at 1st level, you can tap your fey heritage to help you charm, influence, and beguile others. When you cast a spell where the target becomes charmed if they fail a saving throw, you can make the target have disadvantage on their saving throw if the target can see you. Once you use this ability, you cannot use it again until you take a short or long rest.

Also, you also gain proficiency with the Persuasion or Deception skill.

### MAGIC IN THE VEINS

Starting at 6th level, the fey magic coursing through your veins protects your mind and your body from the magical attacks of others. You cannot be charmed and are immune to magical sleep. Also, you are resistant to damage from spells.

### STEP OF THE PHASING MOON

Starting at 14th level, you can use your connection to the Feywild to travel there from the Material Plane. This ability functions as the *plane shift* spell, except that it is limited to travel between the Material Plane and the Feywild, and using this ability does not

require material components or a spell slot. Once you use this ability, you cannot use it again until you take a long rest. During the night of the Full Moon or the New Moon, you can use this ability again after taking a short rest.

### OUTSIDE OF TIME

Starting at 18th level, time affects you differently, just as time passes in strange ways in the Feywild. You no longer age, and you cannot be magically aged. Also, when you make a saving throw at the end of your turn for any ongoing magical effect, such as the *blindness/deafness* spell or a *confusion* spell, you have advantage on the saving throw.

Also, magical effects that affect the passage of time do not affect you. For example, if another creature casts the spell *time stop*, you take the same number of actions as the caster does, as if you, too, were the one who cast the spell.



# CREDITS



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