

# The Feywalker

**O**NE OF HER BIRDS LET OUT A low and quiet call, and the feywalker responded with a muffled hoot that stopped the rest of her diminutive companions from spreading further throughout the treetops. Focusing her mind on the bird, she left her body and saw through its eyes, spotting her quarry in a grove not far ahead before returning to her form and directing her humanoid allies to flank their nearby target.

**S**NEAKING INTO THE CASTLE AT night was simple enough without the need for subtlety—the feywalker's vine had easily muffled the cries of the guards watching the walls. They would not stir for some time. He dashed down into the royal dining room, feeling under the table for where the bribed servant left his plantwatchers. The feywalker listened to the plantwatcher in horror, shocked by the traitorous words it recorded only hours ago.

**T**HE FEYWALKER APPEARED FROM thin air and slammed her blade into her startled opponent, the weapon unleashing a skein of kaleidoscopic energy. The multihued spark leapt from her sword washed over her enemy in a blinding yellow hue, stripping them of their sight and rendering them vulnerable.



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Mysterious warriors that drink deeply in the mysticism of feykind to access unbelievable powers, feywalkers flit around the battlefield in a terrifying evasive barrage that baffles their foes as they wage war alongside friends drawn from nature. Whether inspired by a chance meeting with the otherworldly folk or through the providence of chaos, only one thing holds true for these strange adventurers—they are free spirits to their core.

## TASTING CHAOS

Rumors among feywalkers claim that no two find this path in quite the same way, their origins wide and varied. Diverse as their origins may be, these warriors are all at home in the wilderness, as wieldy with intrigue as they are a blade, and savage fighters not to be underestimated. Despite their irreverence, feywalkers can be powerful allies to those who earn their trust and relied upon to achieve their goals (though how exactly they might do that is rarely as one expects).

## UNPREDICTABLE ADVENTURERS

Feywalkers are shackled to nothing more than belief and desire, prone to a whimsy that some serious combatants find frustrating and difficult to comprehend. This makes their actions extremely difficult to predict—with no reliance on rhyme or reason, there is no telling from which direction or even how a feywalker will strike next. A prevailing tendency towards entropy make the nature-bound warriors less prone to taking sides in such broad terms as good and evil, but when a feywalker chooses to champion one of this restricted moral understanding's didactic positions their accomplishments are legendary.

## CREATING A FEYWALKER

The first thing to decide when making a feywalker is how your character came to this chaotic path: were they approached by a fey, drawn to it through dreams, randomly chosen by the powers behind nature, or taught it through a more obscure means? What makes them so anarchic? What inspired them to embrace their wild side?

Do they favor animals, plants, or an indulgence in nature that changes their fancy on any given day? Are they aloof and mysterious or brazen in their actions, displaying their deeds for all to see? What role do they have in the natural cycle of life—does their presence forebode chaotic malevolence or benign liberty?

## CLASS FEATURES

As a feywalker, you gain the following class features.

### Hit Points

- ▶ **Hit Dice:** 1d10 per feywalker level
- ▶ **Hit Points at 1st Level:** 10 + your Constitution modifier.
- ▶ **Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per feywalker level after 1st.

### Proficiencies

- ▶ **Armor:** Light armor, medium armor, shields
- ▶ **Weapons:** Simple weapons, martial weapons
- ▶ **Tools:** dice, playing cards, and two musical instruments
- ▶ **Saving Throws:** Dexterity, Charisma
- ▶ **Skills:** Choose three from Athletics, Deception, Perception, Performance, Persuasion, and Survival.

## Open Game Content

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### Variant Class Feature: Alignment

Feywalkers cannot be of Lawful alignment. If your group uses alignment, a Feywalker whose alignment becomes Lawful cannot level in this class again until their alignment changes from Lawful.

#### THE FEYWALKER

Proficiency		
Level	Bonus	Features
1st	+2	Animaltalker, Primal Sphere
2nd	+2	Feystep, Feytouch
3rd	+2	Fey Companion
4th	+2	Ability Score Increase
5th	+3	Primal Sphere Feature
6th	+3	Fey Charm, Fey Nature
7th	+3	Feytrick, Extra Attack
8th	+3	Ability Score Increase
9th	+4	Greater Fey Companion
10th	+4	Primal Sphere Feature
11th	+4	Magic Resistance
12th	+4	Ability Score Increase
13th	+5	Feydash
14th	+5	Feystride
15th	+5	Superior Fey Companion
16th	+5	Ability Score Increase
17th	+6	Fey Resistance
18th	+6	Feywalker
19th	+6	Ability Score Increase
20th	+6	Primal Sphere Feature

#### Equipment

You begin play with the following equipment, in addition to any gear acquired through your background:

- ▶ (a) a scimitar or (b) a greataxe
- ▶ (a) a longbow and 20 arrows or (b) ten darts
- ▶ (a) studded leather or (b) breastplate
- ▶ an (a) entertainer's pack or (b) explorer's pack

#### Feytalker

Beginning at 1st level, you know how to speak, read, and write Sylvan.

Additionally, you can grant a number of creatures equal to your proficiency bonus the

ability to understand Sylvan. These creatures must be the same type of creature as your Fey Companion. Creatures do not need to be re-taught Sylvan but teaching any more creatures than your maximum causes previous creatures to forget the language. You cannot use this feature again until you complete a long rest.

#### Primal Sphere

Also at 1st level, you bind your soul to feykind and choose whether to be more acclimated to beasts, plants, or primal chaos. At 5th level and again at 10th and 20th level, you gain an ability granted by your Primal Sphere.

#### Feystep

Starting at 2nd level, you can draw upon the power of the Feywild to exploit the chaotic connections of reality, folding space and stepping between it. As part of your movement, you can teleport to an unoccupied space you can see that is within 5 feet times your feywalker level. After using this ability a number of times equal to your proficiency bonus you require a short rest. You cannot Feystep while blinded, grappled, prone, restrained, or stunned.

#### Feytouch

Beginning at 2nd level, you can touch a creature as a bonus action to magically know the creature's current emotional state. If the target fails a Charisma saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier, you also know the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

#### Fey Companion

At 3rd level, your Primal Sphere grants you a Fey Companion willing to fight alongside you. You must spend 4 hours in meditation calling to your companion before it passes into your plane from the Feywild. Your Fey Companion is of the fey type, and gains a bonus to its Armor Class, attack rolls, damage rolls, and any saving throws

and skills it has proficiency in equal to your proficiency bonus. Your companion's maximum hit points equal its normal maximum or four times your feywalker level (whichever is higher). Your Fey Companion may also make use of your Feystep ability by expending one of your uses.

By spending your bonus action you can verbally command your Fey Companion to take the Attack, Dash, Disengage, Dodge, or Help action (no action is required to tell the companion how and where to move). Unless commanded, on your initiative your Fey Companion takes no hostile actions and acts as it normally would (usually to Disengage or Dodge). When you have multiple Fey Companions, you may spend your action telling all of them different commands or a bonus action to command one of them.

If your Fey Companion dies, you can obtain another one by spending 8 hours meditating to call another creature.

### **Ability Score Improvement**

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

### **Fey Nature**

Beginning at 5th level, you are able to breathe both air and water and you gain darkvision 60 feet. If you already have darkvision its range increases by 30 feet. In addition, you gain immunity to the charmed condition and you may use your Feystep ability to grant a creature with the charmed condition a new saving throw against whatever effect caused it to gain the charmed condition.

### **Fey Charm**

Starting at 6th level, you are able to enchant other creatures with just a glance. You target one humanoid (or the same type of creature as your Fey Companion) that you can see within

30 feet. If the target can see you, it must succeed on a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + Charisma or be magically charmed. The charmed creature regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes your requests or actions in the most favorable way it can.

Each time you or your allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until you die, are on a different plane of existence from the target, or end the effect as a bonus action. If a target's saving throw is successful, the target is immune to your Fey Charm for the next 24 hours. You can affect no more targets with this ability than your proficiency bonus.

### **Extra Attack**

Beginning at 7th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. You can make one weapon attack yourself when you command your Fey Companion to take the Attack action.

### **Feytrick**

At 7th level, you can spend your action attempting to take over the mind of a creature you have charmed with your Fey Charm ability. You must be able to see the charmed creature and it must be within 30 feet. The creature receives a Charisma saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, your body becomes listless (gaining the incapacitated condition) and your mind controls the body of the charmed creature. The charmed creature's mind goes dark and it has no memory of the actions you take with its body, which remains under your control until you end the effect, it travels to another plane of existence, or it succeeds on a new Charisma saving throw triggered by taking damage. You may use this ability for a number of minutes equal to your Feywalker level before requiring a long rest.

### Greater Fey Companion

At 9th level, you gain more Fey Companions or a more powerful Fey Companion based on your Primal Sphere.

### Magic Resistance

At 11th level, you gain advantage on saving throws against spells and other magical effects.

### Feydash

At 13th level, when in a forest or in the Feywild, you can spend an action to teleport yourself and your Fey Companion to another area of the same forest. You cannot use this feature again until you complete a short or long rest.

### Fey Stride

At 14th level, you may spend 10 minutes performing a ritual that teleports (as the spell) you and a number of willing creatures equal to double your proficiency bonus from one forest to another forest. Once you have used this feature, you cannot use it again until one week has passed.

### Superior Fey Companion

Starting at 15th level, you gain more Fey Companions or a more powerful Fey Companion.

### Fey Resistance

Starting at 17th level, when you finish a short rest choose two of the following types of energy: force, necrotic, radiant, or psychic. You gain resistance to those two types of energy but you gain vulnerability to one of the other types of energy (which is randomly determined).

### Feywalker

Beginning at 18th level you and your Fey Companions have unlimited uses of the Feystep ability.



## BEASTS PRIMAL SPHERE

### Cantrips & Skill

You know three of the following cantrips: *friends*, *mage hand*, *magic stone*, *message*, *minor illusion* (illusions of beasts only), *poison spray*, *resistance*, *shillelagh*, *spare the dying*, *true strike*. You use Charisma as your spellcasting attribute and never require material components to cast these cantrips.

Additionally, you gain proficiency in the Animal Handling skill.

### Fey Companion: Beast

Your Fey Companion is one of the following beasts: baboon, badger, bat, black bear, blood hawk, boar, camel, cat, crab, deer, draft horse, eagle, flying snake, frog, giant centipede, giant fire beetle, goat, hawk, jackal, lizard, mastiff, mule, owl, poisonous snake, pony, rat, raven, scorpion, spider, vulture, weasel.

At 9th level, you may have two beasts from the previous list or one of the following: ape, axe beak, brown bear, constrictor snake, crocodile, elk, giant badger, giant bat, giant crab, giant frog, giant goat, giant lizard, giant owl, giant poisonous snake, giant rat, giant spider, giant toad, giant vulture, giant wasp, giant weasel, giant wolf spider, hyena, octopus, panther, pteranodon, riding horse, tiger, warhorse, wolf. You add your proficiency bonus to your Fey Companion's Intelligence score.

At 15th level, you may have three beasts from the first list, two from the previous list, or one of the following: allosaurus, dire wolf, giant boar, giant constrictor snake, giant crocodile, giant eagle, giant elk, giant hyena, giant octopus, lion, plesiosaurus, polar bear, rhinoceros, saber-toothed tiger.

### **Mimicry**

At 5th level, you can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check against a DC equal to 8 + your proficiency bonus + Charisma modifier.

### **Animal Feytrick**

At 10th level when using your Feytrick ability on a beast, you may do so for a number of hours equal to feywalker level instead of minutes.

### **Fey Sovereign**

At 20th level, your Strength, Dexterity, and Constitution scores each increase their maximum possible totals to 22 and each increases by 2.

## **PLANTS PRIMAL SPHERE**

### **Cantrips & Skill**

You gain proficiency in Nature.

Choose three of the following cantrips: *acid splash*, *chill touch*, *control flames*, *fire bolt*, *friends*, *gust*, *prestidigitation*, *produce flame*, *ray of frost*, *shocking grasp*. You use Charisma as your spellcasting attribute and never require material components to cast these cantrips.

### **Fey Companion: Plant**

Your Fey Companion might be a bush, sapling, vine, or other type of plant, but it uses the statistics for an Awakened Shrub with an Intelligence score equal to double your proficiency bonus.

At 9th level, you may have two awakened shrubs or one awakened tree.

At 15th level, you may have three awakened shrubs or two awakened trees.

### **Plantwatchers**

At 5th level, you can spend 10 minutes performing a ritual that grows plants able to record the goings on around them. A plantwatcher's Armor Class is equal to 10 + your proficiency bonus, and has hit points equal to your proficiency bonus. Once planted, a plantwatcher roots into the earth or a crevice and a creature must have a passive Perception higher than 8 + your proficiency bonus + your Charisma modifier to notice it. Once uprooted, a plantwatcher is destroyed.

A plantwatcher has a bonus to Wisdom (Perception) checks equal to yours and activates 1 round after it hears something, shutting off a round after noise around it ceases. After recording sounds for a number of minutes equal to your feywalker level a plantwatcher ceases to record (though if planted together, plantwatchers can pool their recording durations). You can absorb everything that a plantwatcher recorded by touching it. You may only have a number of plantwatchers (active or not) equal to your proficiency bonus.

### **Plant Feytrick**

At 10th level, when using your Feytrick ability on a plant you may do so for a number of hours equal to your feywalker level instead of minutes.



## Fey Verdance

At 20th level, you gain immunity to poison damage and immunity to the blinded, deafened, poisoned, prone, and stunned conditions. You gain advantage on saving throws to resist effects that cause the exhaustion, frightened, paralyzed, and petrified conditions.

## ENTROPIC PRIMAL SPHERE

### Cantrips & Skills

You know three randomly determined cantrips from the following table (reroll duplicate results). You use Charisma as your spellcasting attribute and never require material components to cast these cantrips. When you gain a level you may randomly re-determine which cantrips you know.

Additionally, you gain proficiency in Acrobatics and Insight.

#### ENTROPIC SPHERE CANTRIPS

d20	Cantrip	d20	Cantrip
1	<i>acid splash</i>	11	<i>message</i>
2	<i>chill touch</i>	12	<i>minor illusion</i>
3	<i>control flames</i>	13	<i>prestidigitation</i>
4	<i>eldritch blast</i>	14	<i>produce flame</i>
5	<i>fire bolt</i>	15	<i>ray of frost</i>
6	<i>friends</i>	16	<i>resistance</i>
7	<i>guidance</i>	17	<i>shillelagh</i>
8	<i>gust</i>	18	<i>shocking grasp</i>
9	<i>mage hand</i>	19	<i>spare the dying</i>
10	<i>magic stone</i>	20	<i>true strike</i>

### Fey Companion

Your Fey Companion is randomly determined and changes whenever you take a long rest. At 9th level, you may have two lesser fey companions or one greater fey companion. At 15th level, you may have both (for a total of three randomly determined Fey Companions).

LESSER FEY COMPANION	GREATER FEY COMPANION
d6 Companion	d6 Companion
1-2 blink dog	1-3 dryad
3-4 satyr	4-6 pixie
5-6 sprite	

## Feystrike

Beginning at 5th level, when you successfully hit with a weapon attack immediately after using the Feystep feature, you deal additional damage equal to 1d6 damage times your proficiency bonus. You cannot use this feature more than once per round.

### Improved Feystrike

At 10th level, your Feystrike can give a creature one of the conditions on the Improved Feystrike Conditions table. This condition persists for a number of rounds equal to half your proficiency bonus. On its turn, the creature can spend a bonus action at the end of its turn to overcome the condition by succeeding on a Charisma saving throw (DC = 8 + your proficiency bonus + your Charisma bonus).

#### IMPROVED FEY STRIKE CONDITIONS

d8	Condition
1	invisible
2-3	blinded
4-5	charmed
6-7	deafened
8	grappled

### Epic Feystrike

At 20th level, your Feystrike ability increases to 1d8s instead of 1d6s and you are able to use it twice per round. In addition, your Feystrike can inflict more conditions.

#### EPIC FEY STRIKE CONDITIONS

d8	Condition
1	invisible
2	blinded
3	charmed
4	deafened
5	frightened
6	grappled
7	poisoned
8	stunned

