



FEY SOUL SORCERER

NEW SORCEROUS ORIGIN

Some mages draw on their magic like a fountain from within. This wellspring of power can come from a unique origin, mysterious birthright, or simple chance of fate. Whatever your story may be, you are steeped in magic, and it is yours to control.

FEY SOUL

Your magic comes directly from the plane of fey. Sometimes called mesmers, many with this power pride themselves as masterful bewitchers and illusionists. Your magic probably stems from a powerful fey ancestry or forgotten lineage, but it's also possible that it came to you by the will of an archfey or the fey plane itself. Many elves who come into this power become archfey themselves over time.

FEY SOUL MAGIC

Starting at 1st level, you can speak, read, and write Elvish or Sylvan (your choice). You also 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 illusion spell from the sorcerer, warlock, or wizard spell list.

FEY SOUL SPELLS

Sorcerer Level	Spells
1st	<i>faerie fire</i> , <i>find familiar</i> (fey creature type only)
3rd	<i>arcaneist's magic aura</i> , <i>mirror image</i>
5th	<i>counterspell</i> , <i>spirit guardians</i> (fey spirits only)
7th	<i>compulsion</i> , <i>hallucinatory terrain</i>
9th	<i>mislead</i> , <i>modify memory</i>

CHARMING TOUCH

At 1st level, you can bend the minds of creatures to your will with a simple touch. You gain two of the following Charming Touch options of your choice. You gain another one at 6th, 14th, and 18th level.

You can use an action to touch a creature and choose one of the Charming Touch options you know, using your sorcerer spell save DC. You magically know if a creature failed its saving throw against an effect. Any creature that can't be charmed succeeds on the saving throw for this feature automatically.

You can use this feature twice at 1st level. You gain additional uses of it when you reach certain levels in this class: 6th level (three uses) and 14th level (four uses). You regain all expended uses of it when you finish a short or long rest. In addition, if you have a familiar (such as by the *find familiar* spell), you can have it deliver the effect of this feature as if it were you, provided that it's touching the target.

The Charming Touch options are presented in alphabetical order.

Captivate. The target must make a Wisdom saving throw. On a failed save, it can only focus on you, ignoring any sights, sounds, or other events in the area to do so. The effect lasts for 1 minute, until you or your companions do anything harmful to it, or until you're more than 10 feet away from it. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.

Charm. The target must make a Wisdom saving throw. On a failed save, it's charmed by you for 1 minute or until you or your companions do anything harmful to it.

Cloak. The target must make a Wisdom saving throw. On a failed save, it can't perceive you until the end of your next turn. For the duration, it rationalizes anything it witnesses in such a way as to not involve you.

Commune. For the next 1 minute, you and the target can communicate as if you shared a common language. The target must be a creature that can speak at least 1 language.

Compel. As part of touching the target, you must also give a one-word command. The target then makes a Wisdom saving throw. On a failed save, it's compelled to follow the command on its next turn, as if by the *command* spell. When the effect ends, it rationalizes any action it took, provided that it was reasonable. If it's obviously not, the creature knows that it was charmed and reacts accordingly.

FEY RESISTANCE

By 6th level, your fey magic protects you. You have resistance to damage from spells. In addition, you can use an action to end one effect on yourself that is causing you to be charmed. Once you end an effect in this way, you can't do so again until you finish a short or long rest.

DISTANT REFLECTION

Also at 6th level, you've learned to project a perfect illusory duplicate of yourself, although it fails to hold up to physical inspection. You can use a bonus action to create this duplicate in an unoccupied space that you can see or in an area that you've previously visited, provided you're no more than 100 miles away from it. The duplicate remains for up to 10 minutes or until you end the effect (no action required).

You can use a bonus action on each of your turns to control the illusion, provided that you can see it. As an action while the duplicate exists you can become deaf and blind with regard to your own senses, but can see and hear as if you were in the illusion's space (thereby allowing you to control it from even great distances). You remain deaf and blind in this way until the duplicate ends or until you choose to return to your normal senses (no action required). You can control the illusion as naturally as if it were your own body, moving and speaking as you normally would (although you can't cast spells as if you were in the illusion's space). While you can move the illusion, it can't be moved through solid objects or through spaces smaller than your normal form would normally be able to. It also can't be moved more than 60 feet away from the space in which it first appeared.

At 14th level, the range of this feature increases to 1,000 miles, instead of 100, and at 18th level, it can be used from anywhere on the same plane of existence.

You can use your Charming Touch on a target as if you were in the illusion's space. In addition, if the illusory duplicate is within 60 feet of you, you can use a bonus action to teleport to its space and dispel the illusion.

Once you've used this feature, it can't be used again until you finish a long rest or until you spend 2 sorcery points to use it again as a bonus action.

BEWILDERING REBUKE

Starting at 14th level, you can twist the minds of creatures that dare attack you. When a hostile creature that you can see hits you or an illusion you made with a melee attack, you can use your reaction to beguile it with your magic. The attacker then takes psychic damage equal to half your sorcerer level, and you can choose to use your Charming Touch feature against it as part of that reaction, expending one of its uses as normal.

In addition, when you roll initiative and have no uses of your Charming Touch feature remaining, you regain one use of it.

REDIRECT MAGIC

At 18th level, you can confound and control the magical powers around you. When a target that you can see within 60 feet of you casts a spell or creates a magical effect, you can use your reaction to redirect that spell or effect to a different point or target. You learn the original point or target for the spell or effect, as well as what school of magic it's from (if any).

You can redirect the spell or effect to a new point or target up to 10 feet away from the original one. You can redirect it even farther in this way by spending sorcery points. For each point you spend, the new point or target can be an additional 10 feet away, up to the spell or effect's maximum range.

Once this property has been used, you can't use it again until you finish a short or long rest.

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Aaron Simrell	Curtis Geddes	Jay Sridharan	Mickey Robinson	The murderous Pango-
Abby	Dalton D Lozier	Jayden	Mickey Robinson	lin who secretly lives
Adam Hutchens	Dan Casey	jeddai	MrJacob77	in your sock drawer
Adam Portman	Daniel Kearns	Jeremiah Britt	Nathan Thompson	TheBoneMan
Alex Abbs	Danielle "Elle" Lindell	Jesse Mester	Nick Frye	TheJmanSim
Alexander Kurtzahn	Darion Nutter	Jintasan	Nick Howard	TheMadArkitekt
All-Father Asatru	Dark_Lord	Jordan Moore	Odd	TheNocturnist
Alp Turan	David Bonney	Jose miramontes	Ofearthandiron	Thomas Hull
AmusedSnoopy	DenimDan	Joseph Rogers	Ofyuff	Thomas Nab
Andre	DeoRexus	Joseph Scelzo	Oliver Short	Timmy Janick
Andrew McGregor	Derelle Redmond	Joseph Siharath	Pat F	Tobias Rohrbasser
Annallysea	Desmond Wooten	Joshua	Pearl Taylor	Tom Naylor
Anthony Grabow	DM Dan	Joshua Mozingo	Peter Collins	Topside21
Anthropos	DomPrez	Joshua Pittman	Peter Lubinsky	Tori O'Brian
Arkmine	Dream Roar	Juan Rivera	Ploiky	Trevor Marcene Golden
Arteroc	Duncan Cuny	karin adar	Qpblazer	Trey Steele
Arturo Marin	Elaina	Kassogtha	Quentin Keller	Valken
Arwen Raine	Eldritch Quinn	katelin schroeder	Raptor12002	Vazir
asdfcorp	Eli Reiser	Kenny Ritz	Reyna Stevenson	Vebril Eladriandill
Ashton Koehler	Elizur Robinson	Keyyan Taylor	Rhidian	Vhostym
Axio	EmrakulandtheGang	Kierian Prince	Richard	Vikki Thunder
Bart Reyniers	Erick	Kieron Stead-Marsh	Righteous	Violet Phoenix
Bartek Surowiecki	Ethan Nestel	Kobould	Rob Reeve	VoxFatum
Ben Davies	Fortunato Martinez	Krystaline	Robin Cornell	Walter N Baker
Ben Turner	Fox90	Lady-Imperatrix Co-	Rocco Patel	Wren
Benjamin Long	FreedomXIII	alesca Marenus	Ron Jennings	xander serna
Blasticus	G.G Jolteon69	Law1080	Rose	Yue Chao
Bobby Whitsell	Gavtias	Leet Fingies	Roshan Kharbanda	Zach Johannes
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Bradley Johnston	Gerax	Lordhighsovereign	Ryan Hastings	
Brady Woods	Gideon Pedari	Lordyeti 30	ryoshee	
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