

# Magic in the BLOOD

## *Archetypes of the Fey*

Lord, what fools  
these mortals be!

—Robin Goodfellow  
from *A Midsummer Night's Dream*  
by William Shakespeare

**A**LTHOUGH MORTALS MAY NEVER understand the capricious nature of the fey, the fey understand mortals and turn their guile, playfulness, and sometimes their spite against the denizens of the Material Plane. The machinations of the Summer and Winter Courts play on the desires of mortals and turn witless creatures into their pawns.



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- ▶ Fey have been infatuated with the beauty of mortal creatures of all types throughout the centuries, and these illicit affairs sometimes result in the birth of mixed blood children. The diverse tastes and interests of fey—along with their magical nature—have resulted in a wide variety of creatures who can trace their ancestry back to a fey.
- ▶ Other fey take on mortal apprentices, teaching them how to protect the wild places of the deep forests.
- ▶ Some mortals stumble into fey games of intrigue and become pawns of the Summer and Winter Courts.
- ▶ Common wisdom has it that the fickle fey, like the cuckoo, sometimes replace mortal children with their own offspring for a mortal family to rear.

Introduced below are three new, fey themed archetypes. The first, the Circle of the Untamed Wilderness, tightens the bonds between druids and fey. The second, the Unseelie Knight, is a protector and enforcer for the Winter Court. The third is a fey-blooded sorcerer whose ancestry provides her with a strong connection to nature.

## DRUID CIRCLE: CIRCLE OF THE UNTAMED WILDERNESS

Druids and fey share an alliance that stretches back to the dawn of the world. Druids share the company of dryads, sprites, and other fey that in the minds of common folk they are inseparable. While some druids merely traffic with the fey, those who belong to the Circle of the Untamed Wilderness have an unbroken bond with the fey of the forests and wild places. The relationship is mutually beneficial; the fey gain

allies and protectors, and the druids gain a greater understanding of nature. Spending so much time amongst the fey does have its cost, however. As druids of the Circle of the Untamed Wilderness gain power, the magic of the Feywild draws out their inner essence and transforms them into a being with skin of bark and blood of sap.

### The Forest's Voice

Starting at 2nd level you gain the ability to read, write, and speak Sylvan.

### A Leaf in the Forest

Additionally at 2nd level, you can't be tracked by nonmagical means, unless you choose to leave a trail. When you reach 8th level, you can extend this ability to up to 6 creatures of your choice. At 14th level, you and up to 6 creatures of your choice cannot be tracked by any means magical or nonmagical.

### Tougher than an Old Oak

Beginning at 6th level, your skin hardens and takes on a bark-like texture, and your AC can never be less than 16. As you gain levels, this resistance improves and the bark covering your skin becomes thicker and tougher. At 10th level, your AC cannot be less than 17, and at 14th level your AC cannot be less than 18.

### Walk through the Woods

Beginning at 10th level, you may cast the *tree stride* spell, requiring no components or spell slots. Once you have used this feature, you cannot use it again until you complete a long rest.

At 15th level, you can use the *tree stride* spell to step into any inanimate, living plant of any size—such as a plot of grass or potted plant—and step out of any other plant within 500 feet.

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## The Forest Is My Ally

Starting at 14th level, your time in the company of the woodland fey has granted you the ability to animate any tree to serve and protect you. As an action, you can magically animate any tree that you can see within 60 feet of you. This animated tree has the same statistics as a treant, except they have Intelligence and Charisma scores of 1, it cannot speak, and it has only the Slam attack option. The tree acts as your ally, and remains animated for 1 day or until it dies; until you die or move further than 120 feet from the tree; or until you choose to disanimate it as a bonus action. An inanimate treant takes root if possible. Once you use this ability you cannot use it again until you complete a long rest.

## MARTIAL ARCHETYPE: UNSEELIE KNIGHT

The Unseelie Knights' origins are shrouded by the haze of rumor and half-truths. Some believe they are the offspring of hags and humans. Others believe that the influence of the Unseelie Queen and her Winter Court have transformed otherwise elegant fey into monstrous enforcers.

The little-known truth is that Unseelie Knights are mortals who have sworn their lives to the service of the Winter Court. They enforce the will of the Queen of Air and Darkness on the Material Plane and beyond. Allegiance to the Unseelie Queen transforms these mortals into deformed monsters who hide their horrid countenance behind a pleasant mask. The Unseelie Queen—whose titles are too numerous and overblown to list—is jealous patron who keeps a close eye on her servants. Her soft whispers play on their vices and break their will ... or their minds. For the Queen of Endless Winter, the broken are far greater servants than the willful.

### Guile

Starting at 3rd level, you gain guile equal to your 2 + your Charisma modifier, and you gain more as you increase in level. Unseelie Knights use guile

to enhance their battle prowess, confound their enemies, and strike with unparalleled ferocity. You may never have more guile than shown on the chart for your level. You regain all spent guile when you finish a long rest.

#### Fighter Level Guile

3	2 + your Charisma modifier
7	3 + your Charisma modifier
11	4 + your Charisma modifier
15	5 + your Charisma modifier
17	6 + your Charisma modifier

### Fey Grace

Beginning when you take this archetype, your Unseelie tutelage has granted you a variety of special techniques and magic.

**Armor of Eternal Winter.** The icy grasp of the Winter Court envelops your body, hardening your defenses. As a reaction, you may spend 1 guile to add your Charisma modifier to your AC. This effect lasts until the beginning of your next turn. Attacks that deal fire damage ignore this bonus to your AC.

**Icy Roots.** You may spend 2 guile to cast entangle with a spell save DC equal to 8 + your proficiency bonus + your Charisma modifier.

### Face of the Hag's Child

Starting at 7th level, you may spend 2 guile as an action to reveal your true appearance to your foes. Any creature that can see you must succeed on a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier or become frightened for 1 minute. The creature may repeat this saving throw at the end of each of its turns to end this condition.

### Mark of the Unseelie Queen

At 10th level you grow a pair of elk's antlers from your forehead. You gain proficiency with these antlers and the ability to make a goring melee attack. This attack does piercing damage equal to 1d6 + your Strength modifier.

By spending 1 guile, you may also make a



charge attack as an action. If you move at least 20 feet straight toward a target and then hit it with a gore attack on the same turn, the target takes an additional 2d6 piercing damage. If the target is a creature that is the same size or smaller than you, it must succeed on a Strength saving throw with a DC equal to 8 + your Strength modifier + your proficiency bonus or be knocked prone.

### **Allies of Frozen Groves**

Starting at 15th level, you may spend 3 guile to cast *conjure fey*, requiring no spell slots or material components.

At 18th level, you may spend 3 additional guile to cast *conjure fey* as a 7th-level spell.

### **Fury of the Corpsefens**

At 15th level, you may spend 1 guile as a bonus action to invest any weapon that you are using

with the wrath of the Unseelie. Your melee attacks with this weapon cause it to do an additional 1d6 necrotic damage. You may expend additional guile; for each additional guile that you spend, you may increase the damage done by an additional 1d6 up to 3d6.

### **Grasp of Eternal Winter**

Beginning at 18th level, you may spend 5 guile as an action to target one frightened creature that you can see within 30 feet of you. The creature must succeed on a Constitution saving throw equal to 8 + your proficiency bonus + your Charisma modifier. On a failure, the target takes 18d10 necrotic damage, or half on a successful save. Once you use this ability you must complete a long rest before you can use it again.

## **SORCERER BLOODLINE: FEY-BLOODED**

Despite what your parents may claim, you are not the same as them. Wicked rumors surrounded your birth, and the midwives of your village claim that fey stole the child that your mother had given birth to and replaced it with one of their own—you. And yet, because you were reared on the Material Plane away from the magical of the Feywild, you are not entirely fey either.

Your supernatural bloodline gives you access to potent spellcasting abilities with a strong emphasis on the schools of enchantment and illusion. You could be fortunate enough to have a fey mentor you as you explore the inherent magic of your fey blood, or you could be alone, picking up bits and pieces of knowledge about the nature of your true parents.

### **Feytalent**

When you choose this origin at 1st level, you gain the ability to read, write, and speak Sylvan. You also choose two skill proficiencies. Your proficiency bonus is doubled for any ability checks you make that uses either of the chosen proficiencies.

## Fey Spells

The fey blood running through your veins grants you access to additional spells at 3rd, 5th, 7th, and 9th level. You learn these spells in addition to the spells normally gained when leveling up. These spells are considered sorcerer spells for you.

When you gain levels as a sorcerer you may not choose to replace one of these spells with another spell as you would with other spells from the sorcerer list.

Sorcerer Level	Spells
3rd	<i>entangle</i>
5th	<i>speak with plants</i>
7th	<i>conjure woodland beings</i>
9th	<i>awaken</i>
11th	<i>conjure fey</i>

## Puck's Words

Starting at 6th level, any spells that you cast from the schools of enchantment or illusion are harder to resist than those cast by other sorcerers. The spell save DC for all illusion and enchantment spells that you cast increases by 1. This bonus increases to 2 at 18th level.

## Dryad's Grace

Beginning at 14th level, you may target one humanoid, beast, or plant within 30 feet that you can see and can see you. It must make a Wisdom saving throw. If the target fails, it is charmed by



you until you complete a long rest. The charmed creature regards you as a trusted friend to be heeded and protected. Although the target is not under your direct control, it interprets your commands and actions in the most favorable way possible. This effect is an enchantment and gains the benefit of the bonuses to your spell save DC granted by Puck's Words.

## Subtlety of the Courts

Starting at 18th level, your otherworldly blood affords you an unusually close bond with the mystical energies of the Feywild, allowing you to cast spells without gestures or incantations. Your spells no longer require verbal or somatic components. 