

SORCERER

FEY SORCERER

FEY MAGIC

You learn additional spells when you reach certain levels in this class, as shown on the Fey Origin Spells table. For each level of spells, you can select one of the two spells to learn. You learn the selected spell and it becomes a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known.

FEY ORIGIN SPELLS

| Sorcerer Level | Spell |
|----------------|--|
| 1st | <i>charm person, faerie fire</i> |
| 3rd | <i>mirror image, misty step</i> |
| 5th | <i>blink, hypnotic pattern</i> |
| 7th | <i>confusion, greater invisibility</i> |
| 9th | <i>dominate person, mislead</i> |

VARIANT VERSIONS

If you allow Sorcerers to gain two spells per level, simply let them take both spells. If you allow them to swap origin spells for spells of a school on level up, allow them to swap their origin spells for illusion or enchantment spells from the Bard, Sorcerer or Wizard spell lists.

FEY TRICKERY

You learn the *minor illusion* cantrip.

Additionally, you are adept at illusory tricks, gaining the ability to befuddle, trick and baffle people with your magic. As a bonus action, you can do any of the following:

- Cast *minor illusion*.
- Make a creature of your choice (including yourself) within 30 feet invisible or heavily obscured by an illusion until the start of its next turn.
- Gain advantage on a Deception, Intimidation, Performance, or Persuasion check.

You can do this a number of times equal to your proficiency bonus, regaining all uses when you complete a long rest.

DRAMATIC POWERS

Your magic gives you a flair that easily impresses others. You gain proficiency in your choice of persuasion, intimidation, deception, or performance.

BITING ILLUSIONS

Starting at 6th level, once per turn on your turn when you roll damage with an illusion spell, you can add your Charisma modifier to the damage roll.

Additionally, once per turn when a creature interacts with one of your illusions you can choose deal damage psychic equal to your charisma modifier to them (such as destroying a *mirror image*, inspecting an a *major image*, or being bite by *vicious hound*). If they make a check or save to determine the reality of the illusion that has damage them that turn, it is made with disadvantage.

FEY STEPS

Starting at 14th level, when you spend sorcery points to empower a spell with metamagic, before or after you cast the spell, you can teleport up to 5 feet per sorcery point spent.

ILLUSORY DOPPELGANGERS

At 18th level, as a bonus action you can create an illusory duplicate of yourself at a point within 30 feet. The duplicate's AC equals 10 + your Dexterity modifier, and if targeted with an effect that forces a save, it uses your saving throws. If an attack hits a duplicate or it fails a saving throw that would cause it to take damage the duplicate is destroyed. It ignores all other damage and effects, but an effect that would otherwise cause it to take damage reveals it to be a duplicate. The duplicate mimics your action and is indistinguishable from you until you attack, cast a spell, or take damage. The duplicate looks real even to creatures with blindsight or truesight.

When you create the duplicate, you can expend 2 sorcery points to create an additional duplicate, creating up to 3 duplicates.

At the end of each of your turns while a duplicate exists, you can switch places with any active duplicate within 120 feet, leaving no trace of which one is real until you attack, cast a spell, or take damage.

Once you use this feature, you cannot use it again until you complete a short or long rest. You can use it again early by expending 2 sorcery points.



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