

Archive of Forgotten Lore:

Fighter

This is Supplemental Material

Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. This is an option written by Odvaskar for that feature. The Fey Court Knight

Fey Court Knight

The archetypal fey court knight is a fighter that serves one of two royal fey courts, the Seelie Court or the Unseelie Court. The Seelie Court is a pantheon of archfey ruled by the Summer Queen, Titania. Though most members of the court are playful, chaotic, and curious they do anything requested by Titania. The Unseelie Court is ruled over by the sister of Queen Titania, the Queen of Air and Darkness. Most members of this court are evil cunning fey that engage in esoteric magic and rituals that corrupt creatures and nature, such as the Wild Hunt. Both courts detest one another and as a knight of either court you will use fey magic and boons bestowed unto you by the court to ruin the plans and schemes of the opposing court without risking all out war. With a perfect blend of diplomacy, spells, and martial training a fey court knight is a cunning combatant to all foes across the realms.

Knightly Vows

3rd-level Fey Court Knight feature

When you choose this archetype at 3rd level, you must swear your vows to the court that you will serve. The Seelie Court typically only allows pure Fey creatures to join unless you are sponsored by an archfey member, while the Unseelie Court welcomes all as long as they are loyal to the court. Your choice will determine what features you receive in this subclass.

Once you are a knight of a court you are bestowed the following magical boons to aid you in court politics:

Courtly Glamour. Whenever you make a Charisma check, you gain a bonus equal to your Wisdom modifier (minimum of +1).

Heart Sight. When you touch a creature you magically know its current emotional state. If the target fails a Charisma saving throw (DC = 8 + your Wisdom modifier), you also know the creature's alignment.

Fey Knight Spellcasting

3rd-level Fey Court Knight feature

When you reach 3rd level, you empower martial training with fey magic given to you by the court. Seelie Court knights get access to the Druid's spell list while Unseelie Court knights get access to the warlock spell list.

Cantrips. You learn three cantrips: three cantrips of your choice from the druid/warlock spell list. You learn another cantrip of your choice at 10th level.

Preparing and Casting Spells. The Fey Court Knight Spellcasting table shows how many spell slots you have to cast druid/warlock spells. To cast one of your spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended slots when you finish a long rest.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of spells requires time spent communing with the magical essence of the archfey of your court: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your druid/warlock spells since your magic draws upon your devotion to the members of each fey court. You use your Wisdom whenever a spell refers to your spellcasting

ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a paladin spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier.

Spell Attack Modifier = your proficiency bonus + your Wisdom modifier.

Ritual Casting. You can cast a druid/warlock spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use an Arcane Focus as a spellcasting focus for your druid/warlock spells.

Fey Court Knight Spellcasting

Fighter Level	Cantrips Known	1st	2nd	3rd	4th
3rd	3	2			
4th	3	3			
5th	3	3			
6th	3	3			
7th	3	4	2		
8th	3	4	2		
9th	3	4	2		
10th	4	4	3		
11th	4	4	3		
12th	4	4	3		
13th	4	4	3	2	
14th	4	4	3	2	
15th	4	4	3	2	
16th	4	4	3	3	
17th	4	4	3	3	
18th	4	4	3	3	
19th	4	4	3	3	1
20th	4	4	3	3	1

Fey Spellblade

7th-level Fey Court Knight feature

Beginning at 7th level, whenever you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

Additionally, whenever you use your Action Surge feature you can use the extra action to make one weapon attack empower you fey magic.

Bramble Strike (Seelie Court). If you hit the target with your weapon attack, thorny brambles begin to grow and wrap around the target. The target takes a number of d6s equal to your proficiency bonus of magical piercing damage and must succeed on a Dexterity saving throw or become restrained until the end of its next turn.

Terror Strike (Unseelie Court). If you hit the target with your weapon attack, magic warps the creature's mind and you take the form of its greatest fear. The target takes a number of d6s equal to your proficiency bonus of psychic damage and must succeed on a Wisdom saving throw or become frightened until the end of its next turn.

Bewitching Tone

10th-level Fey Court Knight feature

Starting at 10th level, your training with fey magic allows you to beguile minds be simply speaking and you've trained your mind against beguilement. You have advantage on saving throws against being Charmed or Frightened. You gain one of the following abilities depending on the court you serve:

Beguiling Tone (Seelie Court). As an action, you can make a Charisma check (Persuasion) against a creature that can hear you. The target must succeed on a saving throw against your check or become Charmed by you for 1 minute. The charmed creature regards you as a friendly acquaintance.

Frightful Tone (Unseelie Court). As an action, you can make a Charisma check (Intimidation) against a creature that can hear you. The target must succeed on a saving throw against your check or become Frightened of you for 1 minute. A creature frightened in this way drops whatever it's holding.

You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.

Deceiving Gait

15th-level Fey Court Knight feature

At 15th level, you can step into the plane of the fey to trick your foes. You gain one of the following abilities depending on the court you serve:

Shifting Step (Seelie Court). As a bonus action, you can target one willing creature or creature Charmed by you within 60 feet of you. The creature and you magical teleport swapping places

Gloom Step (Unseelie Court). As a bonus action, you can teleport up to 60 feet to an unoccupied space you can see that is also in a dim light or darkness. Alternatively, you can use a bonus action to teleport within 5 feet of a creature Frightened by you as long as it is within 60 of you and has a shadow.

Once you use this feature you must finish a short or long rest before using it again.

Gallant Court Cavalier

18th-level Fey Court Knight feature

At 18th level, you have reached the highest rank of a royal fey court knight. You gain the ability to summon a faithful steed to aid you in your service once per long rest.

Beautiful Steed (Seelie Court). As an action, you call forth a unicorn that manifests in an unoccupied space within 30 feet of you that you can see. The unicorn serves you as a mount, both in combat and out. When the unicorn drops to 0 hit points, it disappears, leaving behind no physical form. You can dismiss the unicorn back to the plane of the fey at any time with an action. While the unicorn is within 1 mile of you, you can communicate with each other telepathically. You can only have one unicorn summon at a time.

Nightmarish Steed (Unseelie Court). As an action, you call forth a Nightmare that manifests in an unoccupied space within 30 feet of you that you can see. The nightmare serves you as a

mount, both in combat and out. When the nightmare drops to 0 hit points, it disappears, leaving behind no physical form. You can dismiss the nightmare back to the plane of the fey at any time with an action. While the nightmare is within 1 mile of you, you can communicate with each other telepathically. You can only have one nightmare summon at a time.