

Path of the Fey

The warriors of the Feywild are fearsome creatures. They can leap across the battlefield, leaving destruction and fear in their wake. Their blows are devastating, and they seem to shrug off any attempts to charm or frighten them.

By birth, ritual, or deity, you are one of these warriors. Your presence alone warps the minds of your enemies, and your chaotic, mirthful movements echo the chaos and fear of the Feywild itself.

Play the Lion

Starting at 3rd level, while you're raging, the first creature you hit on your turns with a weapon attack or unarmed strike takes psychic damage equal to 1d6 plus twice your rage damage bonus. This damage goes up at 6th, 10th, and 14th levels.

Additionally, while you are raging, you have resistance to psychic damage.

Fey Leap

Also at 3rd level, the fey magic within you can cause you to teleport at will. While you're raging, you can use a bonus action to teleport up to 30 feet to an unoccupied space you can see. You can use this feature a number of times equal to your Constitution modifier, and regain all expended uses at the end of a long rest.

'scape the Serpent's Tongue

At 6th level, immediately after you use your Fey Leap, all creatures within 5 feet of you take psychic damage equal to twice your Rage Damage Bonus. At 14th level, this range increases to 10 feet.

Additionally, you have advantage on saving throws against being charmed or frightened, whether you are raging or not. While you're raging, you can't be charmed or frightened. If you are already charmed or frightened when you start your rage, these effects end. You can use a bonus action to extend this advantage on saving throws to an ally that is within 30 feet of you. These effects last until the end of their next turn, and you can use this bonus action a number of times equal to your Constitution modifier.

Additionally, the damage dice from your Play the Lion goes up to 1d8.

Bramble Bush

At 10th level, after you use your Fey Leap, all space within a 10 foot square of where you teleport to becomes wreathed in colorful plants and shimmering fey energy. Hostile creatures must treat this space as difficult terrain. At 14th level, this range increases to 15 feet. This difficult terrain lasts until the start of your next turn.

Additionally, the damage die from your Fey Leap and Play the Lion increases to 1d10.

Hell from Heaven

At 14th level, your fey magic can extend to your allies. If an ally is charmed or frightened by a creature while you are raging, you can use a reaction to cause the creature to take 2d12 plus twice your Rage Damage Bonus psychic damage.

Additionally, the damage die from your Play the Lion goes up to 2d10.