

EILISTRAEE SWORD DANCER



SWORD DANCER DOMAIN

Filistraee the Dark Maiden encourages drow to return to the surface world and reestablish themselves as rightful, nonevil inhabitants of the Night Above. Although they need not be drow themselves, sword dancers are expected to lead that migration and promote harmony between drow and surface-dwelling races.

They nurture beauty, music, the craft of making musical instruments and song wherever they find it, assist hunters and hunting and help others in acts of kindness whenever they see ways to do so.

Most sword dancers are clerics, cleric/fighters, or cleric/bards. Other class combinations, particularly those that are rangers, rogues and sorcerer are somewhat less common. Barbarians and wizards rarely become sword dancers. Drow and half-drow are by far the most common races to adopt the sword dancer class, but other races particularly half-elves, humans and surface elves venerate the Dark Maiden as well.

Sword dancers usually dwell together in small groups in places where other elven races might dwell. Most frequent woodland glades where they gather to dance, sing, and engage in swordplay under the light of the moon.

SWORD DANCER DOMAIN SPELLS

Cleric Level spells

1st	Shield, Mage Armour
3rd	Blur, Cloud of Daggers
5th	Haste, Slow
7th	Fire Shield, Freedom of Movement
9th	Flame Strike, Contact Other Planes

DOMAIN FEATURES

WEAPON AND ARMOR LIMITATIONS

A sword dancer who wears medium or heavy armor or carries or wears a shield cannot use any of her special abilities, and a sword dancer wearing only light armor must succeed concentration check in order to use any of her abilities granted by this class (not including spellcasting).

SUPERIOR DARKVISION.

When you choose this domain at 1st level, you are granted Superior Darkvision. If you are a drow you get light adaptation.

SWORD SONG

Starting at 2nd level, a sword dancer can attune herself to a particular sword (magical or not), a process that takes one tenday.

During this time she must be wearing or holding the sword for at least 8 hours each day, and if interrupted she must start again. She may only be attuned in this fashion to one sword at a time. Beginning the process of attuning another sword negates the ability of the currently attuned sword.

Once attuned to this sword, whenever she wields it the sword sings heroic songs, granting her advantage on attack rolls and saving throws against mind-affecting spells and effects.

This ability is a sonic, mind-affecting effect, and can be used for a maximum number of rounds per day equal to her class level plus her Charisma modifier.

If this ability is applied to a dancing sword, the dancing sword gains the attack and damage bonus, but the saving throw bonus still applies to the sword dancer.

SWORD DANCE

At 3rd level, a sword dancer can attune herself to a particular sword (which may be the same sword as her singing sword) in the process described above (Sword Song).

Once attuned to the sword, she may use it as if it had the dancing property. This ability cannot be reused until a short or long rest.

MOBILITY

At 3rd level the sword dancer gains the Mobile feat.

MAIDEN'S SWORD

At 6th level a sword dancer gains the ability to craft magic swords.

This ability only works on her attuned swords, but the magic abilities given to the sword persist even if she loses her attunement to the sword.

She may add any properties (including enhancement bonuses) to a sword as long as she meets the property's other prerequisites.

LESSER SPELLSONG

At 6th level, a sword dancer gains the ability to spontaneously cast prepared cleric spells of 3rd level or lower as any of her domain spells, just as a good cleric spontaneously casts prepared cleric spells as cure wounds spells.

Any spells she casts in this manner always have a verbal component, in addition to their normal components.

SPELLSONG

At 8th level, the sword dancer's lesser spellsong ability expands to include spontaneous casting of cleric spells of up to 6th level as domain spells.

SWORD SHIELD

Starting at 17th level, as a free action a sword dancer may command her dancing sword to fight in a defensive manner, taking a penalty of up to -5 on the sword's attacks in order to add the same number (up to +5) to her Armor Class as an armor bonus.

The changes to the sword's attack rolls and her Armor Class last until her next action. She can only use this ability on one dancing sword at a time.

This ability can be activated for a number of consecutive rounds equal class level plus her Charisma modifier, after that cannot be reused until a short or long rest.

DANCING SWORD

You can use a bonus action to toss this magic sword into the air and speak the command word. When you do so, the sword begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The sword uses your attack roll and ability score modifier to damage rolls.

While the sword hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the sword to attack one creature within 5 feet of it.

After the hovering sword attacks for the fourth time, it flies up to 30 feet and tries to return to your hand. If you have no hand free, it falls to the ground at your feet. If the sword has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or move more than 30 feet away from it.

CREDITS

COVER ART

"Ancient" by Gabriele Bonis <http://www.gabrielebonis.com/>

BUILT WITH

"The Homebrewery" <http://homebrewery.naturalcrit.com/>