

Shae'lyn Veladorn, Sword Dancer of Eilistraee

CG female drow elf Monk 3/Sorcerer 17

Design Notes

This build attempts to approximate the previous editions' take on the Eilistraean Sword Dancer, a female drow divine spellcaster who wields a heavy sword and often wears no armor. It uses the Kensei Monk as its base class in order to give the character the ability to fight with a longsword using Dexterity and to remove its reliance on armor for protection. And rather than give it Cleric levels, it instead uses the Divine Soul Sorcerer to gain divine spells.

Stats and Progression

Starting Ability Scores: Str 8, Dex 14, Con 12, Int 8, Wis 14, Cha 15.

Race: elf, dark.

- ASI - +2 Dex, +1 Cha.
- Proficiencies - Perception, drow weapons.
- Traits - fey ancestry, trance, superior darkvision, sunlight sensitivity, drow magic.

Background: acolyte.

- Proficiencies - Insight, Performance, Dark Speech language, Undercommon language.
- Feature - shelter of the faithful.
- Traits - [1] I idolize a particular hero of my faith ([Qilué Veladorn](#), grandmother), and constantly refer to that person's deeds and example. [8] I've spent so long in the temple that I have little practical experience dealing with people in the outside world.
- Ideal - [6] Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against her teachings. (Any)
- Bond - [5] I will do anything to protect the temple where I served.
- Flaw - [3] My piety sometimes leads me to blindly trust those that profess faith in my god.

1: Monk 1.

- Proficiencies - Religion, Stealth, Strength saves, Dexterity saves, simple weapons, short swords.
- Features - martial arts, unarmored defense.
- Cantrip - *dancing lights* [racial].
- Starting equipment - short sword, 10 darts, explorer's pack, holy symbol (amulet), prayer book, 5 sticks of incense, vestments, common clothes, 15 gp.

2: Sorcerer 1.

- Sorcerous Origin - Divine Soul [XGtE].
- Features - divine magic, favored by the gods.
- Cantrips - *green-flame blade* [SCAG], *guidance*, *minor illusion*, *sacred flame*.
- Spells - *command*, *cure wounds*, *shield*.

3: Monk 2.

- Features - ki, unarmored movement.
- Spell - *faerie fire* [racial].

4: Sorcerer 2.

- Spell - *shield of faith*.

5: Monk 3.

- Monastic Tradition - Way of the Kensei [XGtE].
- Features - deflect missiles, path of the kensei (longsword, longbow), agile parry, kensei's shot.
- Proficiency - painter's supplies.
- Spell - *darkness* [racial].
- Starting equipment - longsword (15 gp), longbow with 20 arrows (51 gp), *ruby of the war mage* [XGtE] (common item), *wand of conducting* [XGtE] (common item).

6: Sorcerer 3.

- Metamagic - quicken spell, twinned spell.
- Spell - *spiritual weapon*.

7: Sorcerer 4.

- Cantrip - *booming blade* [SCAG].
- Spell - *mirror image*.
- ASI/Feat - +2 Charisma.

8: Sorcerer 5.

- Spell - *spirit guardians*.

9: Sorcerer 6.

- Feature - empowered healing.
- Spell - *daylight*.

10: Sorcerer 7.

- Spell - *death ward*.

11: Sorcerer 8.

- Spell - freedom of movement.
- ASI/Feat - +2 Dexterity.
- Starting equipment - *cloak of protection* (major uncommon item), *wand of magic detection* (minor uncommon item).

12: Sorcerer 9.

- Spell - *flame strike*.

13: Sorcerer 10.

- Metamagic - heighten spell.
- Cantrip - *word of radiance* [XGtE].
- Spell - *hold monster*.

14: Sorcerer 11.

- Spell - *true seeing*.

15: Sorcerer 12.

- ASI/Feat - +2 Charisma.

16: **Sorcerer 13.**

- Spell - *heal*.

17: **Sorcerer 14.**

- Feature - otherworldly wings.
- Starting equipment - *bracers of defense* (major rare item) or *sun blade* (major rare item).

18: **Sorcerer 15.**

- Spells - *divine word*.

19: **Sorcerer 16.**

- ASI/Feat - +2 Dexterity.

20: **Sorcerer 17.**

- Metamagic - empower spell or subtle spell.
- Spells - *time stop* (replaces the least used spell), *wish*.

Sources:

SCAG - *Sword Coast Adventurer's Guide*

VGtM - *Volo's Guide to Monsters*

XGtE - *Xanathar's Guide to Everything*