

Elenastoli "Stardust", Emissary of Unicorn Gods

NG female eladrin elf Druid 17/Warlock 3

Design Notes

This build centers around the good-aligned fey witch concept, utilizing the Druid and the Warlock classes' connection with the faerie. It is a spellcasting-focused build that can fill various support roles—healer, buffer, controller and party face. The eladrin was selected also because of its closeness to the fey, moreso than any other elven subrace.

Character History

Stardust was born in the Feywild and raised on the Material Plane on the island of Evermeet. She's had a close connection with the unicorn archfey Eachthighern through her dreams since she was little. He taught her the value of serving others through healing and protecting, as well as conserving the natural world. This conviction drew Stardust to druidism but she maintained her strong connection to the Feywild as well.

The unicorn deity of the North, Lurue, took Stardust under her fold and granted her the powers and spells to become a full-fledged druid. Eachthighern likewise continued to guide her and even granted Stardust a few arcane abilities. She serves both unicorn powers faithfully as she wanders the industrialized and conflict-torn regions of Faerûn to bring about a paradigm shift to peace and living at one with nature.

But sometimes, people don't listen. Stardust has the magic and strength of will to make them listen, and she will not hesitate to use her powers if forced to do so. In fact, the Emerald Enclave has taken note of her audaciousness and want to recruit her into their ranks.

Play Notes

As an eladrin, Stardust most often manifests the Spring and Autumn seasons as she is always cheerful and filled with optimism. Since coming to mainland Faerûn to combat those who would despoil nature, however, she's had to manifest Summer more than a few times. Stardust has never had any reason to change to Winter, and she hopes she would never have to experience the profound loss associated with that season.

Stats and Progression

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

Race: elf, eladrin [MTToF].

- ASI - +2 Dex, +1 Cha.
- Proficiency - Perception.
- Trait - darkvision, fey step.

Background: far traveler [SCAG]

- Proficiencies - Persuasion, Stealth, lyres, Sylvan language.
- Why are you here? - emissary.
- Where are you from? - Evermeet.
- Feature - All eyes on you.
- Traits - [Autumn 1] If someone is in need, you never withhold aid. [Autumn 2] You share what you have, with little regard for your own needs. [Spring 2] You approach everything with enthusiasm, even the most mundane chores. [Spring 3] You love music and song. You supply a tune yourself if no one else can. [Summer 3] You stand tall and strong so that others can lean on you. [Summer 4]

You maintain an intimidating front. It's better to prevent fights with a show of force than to harm others.

- Ideal - [1] Open. I have much to learn from the kindly folk I meet along my way. (Good)
- Bond - [2] The gods of my people are a comfort to me so far from home.
- Flaw - [1] I am secretly (or not so secretly) convinced of the superiority of my own culture over that of this foreign land.

1: Druid 1.

- Proficiencies - Insight, Nature, Intelligence saves, Wisdom saves, Druidic language, herbalism kit.
- Cantrips - *produce flame*, *shillelagh*.
- Starting equipment - leather armor, wooden shield, wooden staff [serves as both weapon and druidic focus], explorer's pack, poorly drawn Feywild maps, small lyre, traveler's clothes, silver pendant of a unicorn horn (worth 10 gp), elven trinket (a small enamel flower that, when put in one's hair, animates, tying back the wearer's hair with a living vine with flowers; plucking a single flower from this vine returns it to its inanimate form) [MTof], 5 gp.

2: Warlock 1.

- Otherworldly Patron - the Archfey (Eachthighern).
- Feature - fey presence.
- Cantrips - *eldritch blast*, *minor illusion*.
- Spells - *hex*, *sleep*.

3: Warlock 2.

- Spell - *hellish rebuke*.
- Invocations - agonizing blast, repelling blast.

4: Druid 2.

- Druidic Circle - Circle of Dreams [XGtE].
- Features - balm of the Summer Court, wild shape.
- Cantrip - *guidance*.

5: Warlock 3.

- Pact Boon - Pact of the Chain [refluff to "Agreement of Loyal Service"] (gain a sprite familiar).
- Invocation - voice of the chain master (replaces repelling blast).
- Spells - *calm emotions* (replaces *sleep*), *invisibility*.
- Starting equipment - *hide armor of gleaming* [XGtE] (common item), *staff of flowers* [XGtE] (common item).

6: Druid 3.

7: Druid 4.

- Feature - wild shape improvement.
- Cantrip - *druidcraft*.
- ASI/Feat - +2 Wisdom.

8: Druid 5.

9. **Druid 6.**

- Feature - heart of moonlight and shadow.

10. **Druid 7.**

11. **Druid 8.**

- Feature - wild shape improvement.
- ASI/Feat - +2 Wisdom.
- Starting equipment - *medallion of thoughts* (major uncommon item), *wand of magic detection* (minor uncommon item).

12. **Druid 9.**

13. **Druid 10.**

- Feature - hidden paths.
- Cantrip - *gust* [XGtE].

14. **Druid 11.**

15. **Druid 12.**

- ASI/Feat - +2 Charisma.

16. **Druid 13.**

17. **Druid 14.**

- Feature - walker in dreams.
- Starting equipment - *mantle of spell resistance* (major rare item) or *staff of healing* (major rare item).

18. **Druid 15.**

19. **Druid 16.**

- ASI/Feat - +2 Wisdom.

20. **Druid 17.**

Lurue (pronounced "luh-RUE") is the goddess of intelligent and talking beasts. She teaches that life is there to be lived, and one should live it with zest and flair. Adventures and quests should be taken up on a whim, and life should be filled with good times and laughter. She is worshiped by many unicorns, pegasi, and other intelligent nonhumanoid creatures, as well as by romantic and swashbuckling adventurers.

Eachthighern (pronounced "ek-tee-arn," meaning "lord of horses") is the unicorn and pegasi archfey of Healing, Loyalty, and Protection. His symbol is a unicorn horn. Eachthighern is depicted as a winged unicorn with a white coat and slight gray dappling on his belly. There is a gray fringe on his mane and beard. Eachthighern is a member of the Seelie Court.

Sources:

MToF - *Mordenkainen's Tome of Foes*

SCAG - *Sword Coast Adventurer's Guide*

XGtE - *Xanathar's Guide to Everything*