

# Eilistraeen Orders and Characters





## Table of Contents

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1. [Eilistraeen characters](#)
2. [Sword Dancer of Eilistraee \(Cleric Domain\)](#)
3. [Sword Dancer of Eilistraee \(version 2, “path of growth”\)](#)
4. [Sword Dancer of Eilistraee \(old version\)](#)
5. [Darksong Knight \(Paladin Oath\)](#)
6. [Silverhair Knight \(Paladin Oath\)](#)
7. [College of the Spellsong \(Bardic College\)](#)
8. [New spells, feats, fighting styles](#)
  - [Cantrip: Eilistraee's Moonfire](#)
  - [Spell: Spellsong](#)
  - [Spell: Moonpath](#)
  - [Feat: Wardancer](#)
  - [Fighting Style: Battle Dance](#)
9. [Secret Moondancer \(Background\)](#)
10. [Equipment and Magic Items](#)
  - [Singing Swords](#)
  - [Moonmaiden's Song](#)

## Credits

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Credits to Dario Boemio and Alexander Henry for their invaluable help and feedback. Dario is also the creator of the “path of growth” version of the Sword Dancer domain, and of the mechanics Darksong Knight Oath. Alexander provided insight into the mechanics of nearly every part of the document, and came up with many features and tweaks for the various subclasses and additional mechanics.



## Eilistraeen characters

While the specialized [Sword Dancers](#) are Eilistraee's own priestesses and her trusted agents, and clerics of the Life, Nature, and Light domain embrace different aspects of the goddess' identity, gaining powers related to them, the cause of the Dark Maiden is supported by a wide variety of heroes.

The Lady Silverhair is a patroness of artists—especially dancers and musicians—so it's only natural that bards often worship her, seek her inspiration, and put their skills at her service. No matter what their specialization is, all bards will find the smile of Eilistraee, but those from the College of Swords feel especially drawn to the goddess (given that she is *the* dancer, and given her liking of swordplay).

The teachings of Eilistraee (see the main document) are a beautiful ideal, one that can easily light up a spark in the people's hearts, and strongly inspire brave souls. Paladins make oaths inspired by the Dark Maiden's teachings, centering their conviction on her ability to find and nurture beauty and light even in the deepest darkness, or on her compassion and faith that good can be found in everyone, and that there's strength in letting a life bloom and rise from their evil, because untold beauty can stem from an awakened soul. Oath of the Ancient paladins (whose tenets coincide with the teachings of Eilistraee herself) and Oath of Redemption paladins can often be found working for her cause (the latter usually join the Order of the [Silverhair Knights](#), redeemers of the drow). A paladin of Vengeance would find themselves at home among the [Darksong Knights](#): relentless hunters of all things demonic—and especially Lolth's handmaidens—exacting vengeance for the darkness that they brought upon the drow.

The followers of the Dark Maiden are known to constantly patrol the lands close to their settlements, in order to swiftly eradicate any threat, and save and provide succor to people who are lost, hungry, in danger, or caught in the bite of cold winters. Rangers are common among the adventurers who follow the Dark Maiden, both for the above-mentioned reason, and because their knowledge of the surface world is of great help to drow converts who need to learn how to survive and thrive in this new home. Monster Slayers and Hunters eagerly take part to High Hunts (see the main document) to protect the land from dangerous monsters, while Horizon Walkers can at times be seen within the ranks of the Darksong Knights, using their experience in fighting outsiders to help eradicate demons (and especially yochlol). Gloom Stalkers are treasured allies, given that their knowledge of places like the Underdark is invaluable in maintaining and expanding the tunnel network that the followers of the Dark Dancer use to lead drow converts to the surface. Of course, protection from Underdark monsters and the ability to find the right path in uncharted regions is also appreciated.

Given Eilistraee's closeness to nature, Druids can also feel her call. Members of the Circle of Dreams are bringers of joy and enchanted, magical beauty—they fit flawlessly among the faithful of Eilistraee. The fiercer druids of the Circle of the Moon can be stalwart protectors of the Dark Maiden's people, sharing the goddess' connection with the moon. They would be at home with other shapeshifters who choose to serve her.

Among sorcerers, some are blessed and touched by Eilistraee herself: these Divine Souls are powerful champions of all that she stands for. Warlocks can also be found in service to Eilistraee, blessed through pacts with Celestial servitors of the goddess, or—in rare cases—drawing from the fey magic that Eilistraee encloses within her as an elven goddess.

Wizards are not out of place among the ranks of the Moondancers. Drow wizards who abandon Lolth tend to be disenfranchised males, who are aware of their potential and are tired to see it wasted in a society that does nothing but keep them down. Those among them who are power-hungry and want to gain status and positions of powers will likely seek Vhaeraun. However, those who are tired of the constant strife and intrigue, and simply seek to live far away from all that will likely find Eilistraee. Among her followers, they are free and encouraged to research and develop their magic to their heart's content. Wizards who specialize in schools of magic that give particular room to creativity, like Illusion or Transmutation, are more common than others. Bladesingers are a perfect fit for the Dark Maiden's style, blending graceful dance and lethal magic and swordplay. They are the arcane counterpart of the Sword Dancers, but it is difficult for a drow to learn such a style, given that it is of elven origins, and teaching it to a non-elf is a strict taboo. Nothing prevents an elven Bladesinger who has faith in Eilistraee from spreading their knowledge among their fellow wizards, even though they would likely become a target for orthodox elves who would see it as a grave crime.

The unique skillset that Rogues bring to the table is especially useful to the followers of Eilistraee. The goddess isn't overly keen on using such methods, but neither she is adverse to it. Scouting, discerning threats and deception, gathering vital info, acting to anticipate the moves of the enemies—all of that is of extreme importance to communities and agents loyal to the Dark Maiden, as they have to watch their back both from Lolthite zealots and from the surface dwellers, and as every single step must be made with calculated awareness, to avoid danger for the Eilistraean people. For that reason, Masterminds, Scouts and Inquisitives are valuable additions, while Swashbucklers share the elegance, finesse, and flair of Eilistraee.

The Dark Maiden is about free-form expression more than rigid discipline, but even Monks can find their place in communities dedicated to her. Kensei monks see weapon-fighting as an art, and for that reason they easily find the guidance of Eilistraee—especially those among them who specialize in the sword and the bow.

Fighters are the backbone of the defense of most communities, and the followers of Eilistraee are no exception. Fighters make for excellent protectors, bodyguard for priestesses and priests, guardians of shrines and temples, and—of course—great leaders when it comes to battle. Eilistraean fighters tend to specialize in the use of the sword, given that the Dark Maiden is the goddess of swordwork (among the other things), and tend to eschew heavy armor in favor of a more agile and graceful defense.

Barbarians who fight in service to Eilistraee usually draw their strength and rage from the connection with the spirits of the many heroes who gave their life to advance the cause of the Dark Maiden. They often follow the path of the Ancestral Guardian, but—in very rare cases—some Barbarians manage to channel the anger that burns in Eilistraee when her followers are harmed, or when she thinks about the evil inflicted to (and by) her people. They embrace the path of the Zealot, and turn such rage into wild displays of divine power.



## Sword Dancer of Eilistraee (Cleric Domain)<sup>1</sup>

Clerics of Eilistraee have access to the domains of Life, Nature, and Light, but the Sword Dancers specialize to directly emulate their goddess, becoming artists, diplomats, leaders and protectors of the followers of the Dark Dancer. They are an extension of the goddess' own motherhood of the drow people; they aid the drow in the activities necessary to survive and thrive in the surface world (such as hunting for food), teach them the skills to flourish on their own, and actively reach for the dark elves still trapped under Lolth's thumb, to offer them a better future (they must free at least one drow from Lolth per moon). They often take the role of emissaries among other races, to build friendships between the drow followers of Eilistraee and the surface communities, which leads many of them to train as proficient diplomats. As part of their duties, the Sword Dancers regularly patrol the lands where they live, to provide help and kindness to the lost and needy, and offer assistance to all those who face hardships and **whom** they meet along the way while adventuring. The Sword Dancers nurture and create beauty whenever possible, and practice and teach arts, dance, and song to all those who want to learn. They must be graceful dancers, good singers and musicians, and have to know how to play, craft and repair musical instruments. These priests also train in swordplay, particularly in the use of Eilistraee's favorite weapon--the bastard sword-- and prefer to eschew the burden of a heavy armor and shields, trusting their agility and mobility to protect them in battle. Sword Dancers cherish Dancing Swords for their symbolic resonance with Eilistraee's portfolio; many aspire to own one, either by crafting it themselves or recovering one once lost to malice or misfortune.

### Sword Dancer Domain spells

Aside from the magic commonly known to clerics, Eilistraee grants to her Sword Dancers a few particular selected spells. They are tailored for the goal to assist and offer shelter to the drow who seek to embrace a different life, or reflect the nature of the goddess. The Sword Dancers can use their magic to directly commune with the Dark Maiden when in need of guidance for their mission, locate nearby drow and potential threats, create food and water in order to feed the hungry, and create paths of moonlight to lead allies and converts unharmed to safety. In rough situations, they can charm and calm eventual aggressors or alarmed people and, in the worst cases, conjure beams of moonlight and silvery magical missiles to fight their enemies. The Spiritual Weapon spell is also particularly popular among the Sword Dancers, and manifests itself as a dancing sword of moonlight.

Sword Dancer Domain spells <sup>2</sup>	
Cleric level	Spells
1st	Charm Person; Magic Missile
3rd	Moonbeam; Suggestion
5th	Create Food and Water; Beacon of Hope
7th	Freedom of Movement; <a href="#">Spellsong</a>
9th	Commune; <a href="#">Moon Path</a>

<sup>1</sup> Credits for the new Channel Divinity and Lv. 17 features go to Alexander Henry. He also kindly provided feedback for other features.

<sup>2</sup> An alternative spell list would include [Passwall](#) rather than [Commune](#) at 9<sup>th</sup> level, to put more emphasis on the Sword Dancer's ability to lead their people out of dangerous situations in the Underdark. They also often prepare the [Locate Creature](#) spell at 4<sup>th</sup> level, to find drow in danger or that need their help.

## Dark Maiden's Grace

At 1st level:

- **Skills:** When choosing your starting skills, pick two from the following modified list: Acrobatics, Insight, Medicine, Performance, Persuasion, Religion and Survival. You also gain proficiency in the Performance skill, and expertise (add double proficiency modifier to rolls) if already proficient (or if you acquire the proficiency a second time later on).
- **Weapons and Tools:** You gain proficiency with a musical instrument of your choice and with longswords and greatswords. You can treat longswords as finesse weapons. However, you no longer gain proficiency with shields and medium armor.
- **Wardancer:** When you are hit by a weapon or spell attack, while wearing up to light armor and not using a shield, you can use your reaction to add your Charisma modifier to your AC against that attack, potentially causing it to miss.
- **Spellcasting Ability:** You may choose to use Charisma as your spellcasting ability (instead of Wisdom).
- **Spellcasting Focus:** Aside from your holy symbol of Eilistraee, you can also use your art as a spell focus. A melody played with a musical instrument of your choice, or your own voice, as you intone a song, count both as spell focus and as the verbal component of your spells. Likewise, your dance counts both as a spell focus and as somatic component of your spells.
- **Saving Throws:** You may choose to gain proficiency in Dexterity saving throws (instead of Wisdom).
- **Starting Equipment:** Your starting equipment includes a musical instrument of your choice. It doesn't include a shield, and your starting weapon can be (a) a longsword, or (b) a greatsword.

## Eilistraee's Moonfire

The Sword Dancers can conjure the Dark Maiden's moonfire, a globe of moonlight, that can be used as a source of light for reading or to see in the dark, but also for communication and for artistic purposes.

At 1st level, you learn the [Eilistraee's Moonfire](#) cantrip.

## Channel Divinity (Eilistraee's Dance)

In battle against evil, the song of Eilistraee fills your heart, its rhythm leading you into an elegant and passionate battle-dance. The intensity of the performance is so vivid that the dance becomes an instinctive act: there's only you and the song of the Goddess setting your spirit aflame. You become an avatar of beauty, of untamed and primordial grace. The elegant bend of ebon limbs, the feet that barely seem to touch the ground, the bright flicker of the blade—your every gesture paints a perfect pattern of silver and black, as you move like evanescent, liquid moonlight, untouched by the sordidness of battle.

Starting at 2nd cleric level, while wielding a sword (this includes scimitars and rapiers), no shield, and wearing up to light armor, as an action you can use your Channel Divinity to perform an elegant battle-dance. Until the end of your next round:



- You gain the benefits of the Freedom of Movement spell, of the Dodge action, and of the Disengage action.
- Your movement speed is increased by 10ft, and you gain advantage on Dexterity (Acrobatics) checks
- Once during this time, you can make a weapon attack as a bonus action.

### Smile of the Dark Lady<sup>3</sup>

*As you sing and dance, the light and beauty of Eilistraee radiate through you. Your art touches the deepest chords in the hearts of those who witness it, as they become completely raptured, moved, or inspired by it.*

Starting at 6<sup>th</sup> level, as an action, you can invoke Eilistraee to mesmerize your foes and protect your allies. Choose a number of creatures up to your Charisma modifier that are within 30 ft from you and that can hear or see you. The creatures must take a Wisdom saving throw with DC equal to 8 + Proficiency Bonus + Charisma modifier: on a failure, they become touched by your art and become unable to perform hostile actions; on a success, the targets still have disadvantage on all their attack rolls until the end of your next turn. This condition lasts up to 1 minute, or until the creature takes damage. The targets can take a new wisdom saving throw every round after the first one, ending the condition on a success. You can use this feature a number of times equal to your Charisma modifier, regaining all expended uses on a long rest. If you perform this for at least 1 minute, upon failing the saving throw, the chosen creatures are charmed for 1 hour (or until you or your allies harm them)

### Divine Strike

*The Sword Dancers are known to call down the Dark Maiden's blessing on their blades, to preserve their edge and integrity, but also to infuse them with divine magic. Some of these priestesses and priests can make their blades "sing" a devastating song, or light up in silvery moonlight, as they strike down those who would see the world drown in darkness*

At 8<sup>th</sup> level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant (or thunder, you choose) damage to the target. When you reach 14<sup>th</sup> level, the extra damage increases to 2d8.<sup>4</sup>

### Eternal Dance

*The most powerful Sword Dancers become so attuned to Eilistraee's own dance and song, that all their movements are cloaked in unearthly grace.*

Starting at 17<sup>th</sup> cleric level, you ignore difficult terrain and have Advantage on Acrobatics checks. Furthermore, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and half damage if you fail.

- 3 A variant to this feature, to highlight Eilistraee's ability to inspire her people in the darkest situations, would be the following:  
*Whenever you (or an ally within 30ft from you who can hear you) make an attack roll, or a skill check, or a wisdom or charisma saving throw, you may take your reaction to invoke Eilistraee's song. You, or the chosen ally, can add your Charisma modifier to the roll. You can use this feature after the roll has been made, but before knowing whether it was successful or not. This feature can be used up to a number of times equal to your Charisma modifier. You regain all expended uses upon completing a long rest.*
- 4 The priestesses of Eilistraee can perform a ritual known as the *Sword Dance* (see the main document for how it is performed). You call down Eilistraee's blessing to protect a sword from rusting or breaking, and to grant it the ability to harm creatures that require magic to be wounded. The effects last for 3 months. The availability of this ritual is up to the DM.

## Sword Dancer of Eilistraee (Cleric Domain v.2)<sup>5</sup>

This version of the Sword Dancer domain is meant to highlight a path of growth that leads all priestesses closer and closer to Eilistraee as they gain experience.

*As their understanding of the ideals that guide the cause of the Dark Maiden becomes deeper, as they feel those principles closer and closer to their hearts, the Sword Dancers cleave to their Goddess with ever growing passion. They cast off all that is unneeded or ephemeral, until only the vibrant song and the love of Eilistraee remain to guide the dance of their lives.*

In this version, the channel divinity feature becomes stronger and stronger at each level milestone (6<sup>th</sup>, 8<sup>th</sup>, 14<sup>th</sup>, 17<sup>th</sup>), at the cost of renouncing to unessential traits, or of penalties.

### Sword Dancer Domain spells

Sword Dancer Domain spells <sup>6</sup>	
Cleric level	Spells
1st	<i>Charm Person</i> ; <i>Magic Missile</i>
3rd	<i>Moonbeam</i> ; <i>Suggestion</i>
5th	<i>Create Food and Water</i> ; <i>Beacon of Hope</i>
7th	<i>Freedom of Movement</i> ; <i>Spellsong</i>
9th	<i>Commune</i> ; <i>Moon Path</i>

### Dark Maiden's Grace

At 1st level:

- **Skills:** When choosing your starting skills, pick two from the following modified list: Acrobatics, Insight, Medicine, Persuasion, Religion and Survival. You also gain proficiency and expertise in the Performance skill (add double proficiency modifier to rolls).
- **Weapons and Tools:** You gain proficiency with a musical instrument of your choice and with longswords and greatswords. You can treat longswords as finesse weapons. However, you no longer gain proficiency with shields.
- **Wardancer:** When you are hit by a weapon or spell attack, while wearing up to light armor and not using a shield, you can use your reaction to add your Charisma modifier to your AC against that attack, potentially causing it to miss.
- **Spellcasting Ability:** You may choose to use Charisma as your spellcasting ability (instead of Wisdom).
- **Spellcasting Focus:** Aside from your holy symbol of Eilistraee, you can also use your art as a spell focus. A melody played with a musical instrument of your choice, or your own voice, as you intone a song, count both as spell focus and as the verbal component of your spells. Likewise, your dance counts both as a spell focus and as somatic component of your spells.

- 5 The credit for this idea and version of the domain goes to Dario Boemio.
- 6 An alternative spell list would include *Passwall* rather than *Commune* at 9<sup>th</sup> level, to put more emphasis on the Sword Dancer's ability to lead their people out of dangerous situations in the Underdark. They also often prepare the *Locate Creature* spell at 4<sup>th</sup> level, to find drow in danger or that need their help.



- **Saving Throws:** You may choose to gain proficiency in Dexterity saving throws (instead of Wisdom).
- **Starting Equipment:** Your starting equipment includes a musical instrument of your choice. It doesn't include a shield, and your starting weapon can be (a) a longsword, or (b) a greatsword.

## Eilistraee's Moonfire

The Sword Dancers can conjure the Dark Maiden's moonfire, a globe of moonlight, that can be used as a source of light for reading or to see in the dark, but also for communication and for artistic purposes.

At 1st level, you learn the [Eilistraee's Moonfire](#) cantrip.

## Channel Divinity (Eilistraee's Dance)

In battle against evil, the song of Eilistraee fills your heart. Its rhythm guides your steps in an agile and artistic swordplay, so graceful to resemble a dance.

Starting at 2nd cleric level, you [lose proficiency with medium armor](#).

While wielding a sword (this includes scimitars and rapiers), no shield, and wearing up to light armor, as a bonus action you can use your Channel Divinity to perform an elegant battle-dance. The Dance lasts up to a number of rounds equal to your Charisma modifier. As a free action, you may choose to expend a spell slot and increase the duration by a number of rounds equal to the spell slot level. The dance is interrupted if you are incapacitated, don medium or heavy armor, or use a shield. You may stop the dance before its conclusion as a bonus action, if you so wish. When you use this feature:

- You gain proficiency in Acrobatics, and advantage on all Dexterity (Acrobatics) checks, if already proficient.
- When you start the dance, you must take a Charisma (Performance) check, and gain a bonus to your AC and Charisma saving throws, determined by the result of your check, according to the table below (on a 1, no bonus is gained).

Performance Check	AC Bonus	CHA saving throw	To hit (level 6+)	DEX saving throw (level 14+)
13-15	1	1	1	1
16-18	2	1	1	1
19-21	3	2	2	2
22-24	4	2	2	2
25 or more	5	3	3	3

- **Starting at 6<sup>th</sup> level,** the passion of the performance is so vivid and burning that your dance becomes an instinctive act: there's only you and the song of the Goddess. While the grace of your steps leads you away from danger, and while the elegance of your style drives your blade past the enemy's defenses, a single misstep can become fatal. Eilistraee's Dance now grants you a bonus to all attack rolls made during its duration. This bonus also depends on your performance roll, according to the table. However, whenever you take weapon damage during the dance, you take additional damage equal to the base weapon dice.

- **Starting at 8<sup>th</sup> level,** the intensity of your dance is such that you step with ethereal grace amidst the fury of the battlefield, untouched by arcane fire, coruscating storms, and unrelenting blizzards alike. For the duration of the dance, when you are subject to an effect that forces you to make a DEX saving throw for half damage, you may choose to take no damage instead (assuming that you succeed at the saving throw). If you do that a number of times greater than your Charisma modifier before completing a long rest, each time you perform a further evasion, you must take a constitution saving throw with DC= 8 + your proficiency bonus + your Charisma modifier, or gain a level of exhaustion.
- Your movement increases by 15ft for the duration of the dance. Every time an attack misses you, or you successfully pass a DEX saving throw, you may choose to elegantly move 5ft in any direction without triggering opportunity attacks. This effect can occur again within the same round up to a number of times equal to your Charisma modifier.
- **Starting at 14<sup>th</sup> level,** your dance becomes a seamless blend of artistic movements. The fluidity and spontaneity of your steps mesmerize your foes, as you move like evanescent, liquid moonlight through the heart of battle. Eilistraee's Dance now provides a bonus to all DEX saving throws made during its duration. This bonus depends on your performance roll, according to the table.
- You may choose to lose proficiency with light armor. If you do, during the first round of Eilistraee's Dance, you never trigger opportunity attacks. Afterward, you may take the disengage or the dash actions as a bonus action. If choose to do that a number of times greater than your Dexterity modifier before completing a long rest, each time you take a further dash/disengage bonus action, you must take a constitution saving throw with DC= 8 + your proficiency bonus + your Charisma modifier, or gain a level of exhaustion.
- **Starting at 17<sup>th</sup> level,** you become skilled in the use of the dancing sword. You can bless any blade you touch with a life on its own, albeit only for short periods of time. If you wield a Dancing Sword, you can benefit from the bonuses provided by Eilistraee's Dance while the weapon is hovering.

Furthermore, as a bonus action (or a free action in the first round of Eilistraee's Dance), you can animate a sword (magical or not) that you are touching, for the remaining duration of your dance. The weapon gains the *Dancing* property: it will move up to 30 feet (but never farther than 30 feet from you) and attack a creature within 5 feet, using your attack bonus and adding your normal ability score modifier, plus your Charisma modifier to damage rolls. In the following rounds, you can use a bonus action to command the sword to move up to 30 feet and attack once. The weapon will fall to the ground if you move farther than 30 feet from it, and will try to return to you when this effect ends.

While the dancing sword is hovering, if it is within 5 feet from you and you are targeted by an attack (melee or ranged), you can use a reaction to command the weapon to parry, imposing disadvantage on the enemy's roll.

- You may choose to shed your clothes, as you dance skyclad like the Dark Maiden herself. If you so choose, while you dance and your dancing sword is hovering within 5 feet from you, you gain resistance to one type of damage of your choice.



## Song of Courage

*Eilistraee's voice is known to stir the hearts of her people even in the darkest situations, when all hope seems lost. Similarly, your song echoes that of your goddess, and fills the spirit of your allies with warmth and determination.*

Starting at 6<sup>th</sup> level, whenever you (or an ally within 30ft from you who can hear you) make a skill check (Performance, Acrobatics, Athletics, Persuasion) or a saving throw against the Charmed or Frightened conditions, you may take your reaction to invoke Eilistraee's song. You, or the chosen ally, can add your Charisma modifier to the roll. You can use this feature after the roll has been made, but before knowing whether it was successful or not. This feature can be used up to 2 times. You regain all expended uses upon completing a long rest.

## Divine Strike

*The Sword Dancers are known to call down the Dark Maiden's blessing on their blades, to preserve their edge and integrity, but also to infuse them with divine magic. Some of these priestesses and priests can make their blades "sing" a devastating song, or light up in silvery moonlight, as they strike down those who would see the world drown in darkness*

At 8<sup>th</sup> level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant (or thunder, you choose) damage to the target. When you reach 14<sup>th</sup> level, the extra damage increases to 2d8.<sup>7</sup>

## Smile of the Dark Lady

*As you sing and dance, the light and beauty of Eilistraee radiate through you. Your art touches the deepest chords in the hearts of those who witness it, as they become completely raptured or moved by it.*

Starting at 17<sup>th</sup> level, as an action, you can invoke Eilistraee to mesmerize your foes and protect your allies. Take a Performance check, and choose a number of creatures up to your Charisma modifier that are within 30 ft from you and that can hear or see you. The creatures must take a Wisdom saving throw with DC equal to the result of the Performance check, or become touched by your art and become unable to perform hostile actions. This condition lasts up to 1 minute, *or until the creature takes damage*. The creatures can take a new wisdom saving throw every round after the first one (the new DC is your standard spell DC = 8 + your proficiency bonus + Charisma modifier), ending the condition on a success. Creatures that are immune to being charmed are also immune to this feature.

You can use this feature once. You regain the expended use upon completing a short or long rest.

<sup>7</sup> The priestesses of Eilistraee can perform a ritual known as the *Sword Dance* (see the main document for how it is performed). You call down Eilistraee's blessing to protect a sword from rusting or breaking, and to grant it the ability to harm creatures that require magic to be wounded. The effects last for 3 months. The availability of this ritual is up to the DM.

## Sword Dancer of Eilistraee (old version)

This version of the domain proved to be out of tune with the 5e balance and mechanics, and was replaced by version 1. I'm leaving it here for records, in case someone wants to make something out of it, rebalance it for their own purposes, etc...

## Sword Dancer Domain spells

Sword Dancer Domain spells <sup>8</sup>	
Cleric level	Spells
1st	<i>Charm Person</i> ; <i>Magic Missile</i>
3rd	<i>Moonbeam</i> ; <i>Suggestion</i>
5th	<i>Create Food and Water</i> ; <i>Beacon of Hope</i>
7th	<i>Freedom of Movement</i> ; <a href="#">Spellsong</a>
9th	<i>Commune</i> ; <a href="#">Moon Path</a>

## Dark Maiden's Grace

At 1st level:

- **Skills:** When choosing your starting skills, pick two from the following modified list: Acrobatics, Insight, Medicine, Persuasion, Religion and Survival. You also gain proficiency and expertise in the Performance skill (add double proficiency modifier to rolls).
- **Weapons and Tools:** You gain proficiency with a musical instrument of your choice and with longswords and greatswords. You can treat longswords as finesse weapons when wielding them with a single hand. However, you no longer gain proficiency with shields and medium armor.
- **Wardancer:** When not wearing armor, and not using a shield, you can add your Charisma modifier to your AC.
- **Spellcasting Ability:** You may choose to use Charisma as your spellcasting ability (instead of Wisdom).
- **Spellcasting Focus:** Aside from your holy symbol of Eilistraee, you can also use your art as a spell focus. A melody played with a musical instrument of your choice, or your own voice, as you intone a song, count both as spell focus and as the verbal component of your spells. Likewise, your dance counts both as a spell focus and as somatic component of your spells.
- **Saving Throws:** You may choose to gain proficiency in Dexterity saving throws (instead of Wisdom).
- **Starting Equipment:** Your starting equipment includes a musical instrument of your choice. It doesn't include a shield, and your starting weapon can be (a) a longsword, or (b) a greatsword.

<sup>8</sup> An alternative spell list would include [Passwall](#) rather than [Commune](#) at 9<sup>th</sup> level, to put more emphasis on the Sword Dancer's ability to lead their people out of dangerous situations in the Underdark. They also often prepare the [Locate Creature](#) spell at 4<sup>th</sup> level, to find drow in danger or that need their help.



## Eilistraee's Moonfire

The *Sword Dancers* can conjure the *Dark Maiden's moonfire*, a globe of moonlight, that can be used as a source of light for reading or to see in the dark, but also for communication and for artistic purposes.

At 1st level, you learn the [Eilistraee's Moonfire](#) cantrip.

## Channel Divinity (Eilistraee's Dance)

In battle against evil, the song of Eilistraee fills your heart, its rhythm leading you into an elegant and passionate battle-dance. The intensity of the performance is so vivid that the dance becomes an instinctive act: there's only you and the song of the Goddess setting your spirit aflame. You become an avatar of beauty, of untamed and primordial grace. The elegant bend of ebon limbs, the feet that barely seem to touch the ground, the bright flicker of the blade—your every gesture paints a perfect pattern of silver and black, as you move like evanescent, liquid moonlight, untouched by the sordidness of battle.

Starting at 2nd cleric level, while wielding a sword (this includes scimitars and rapiers), no shield, and wearing up to light armor, as a bonus action you can use your Channel Divinity to perform an elegant battle-dance. The Dance lasts up to a number of rounds equal to your Charisma modifier. As a bonus action, you may choose to expend a spell slot and increase the duration by a number of rounds equal to the spell slot level. The dance is interrupted if you are incapacitated, don medium or heavy armor, or use a shield. When you use this feature:

- You gain advantage on all Dexterity (Acrobatics) checks.
- During the first round of the dance, you never trigger opportunity attacks. Afterwards, you may take the disengage or the dash actions as a bonus action.
- Your movement speed is increased by 10ft. Furthermore, every time an attack misses you, or you successfully pass a DEX saving throw, you may choose to elegantly move 5ft in any direction without triggering opportunity attacks. This effect can occur again within the same round up to a number of times equal to your Charisma modifier.
- When you start the dance, you must take a Charisma (Performance) check, and gain a bonus to your AC and Dexterity saving throws, determined by the result of your check, according to the table below (on a 1, no bonus is gained).<sup>9</sup>
- Starting at 6<sup>th</sup> level, if you are performing the Dance, and you are subject to an effect that forces you to make a DEX saving throw for half damage, you take no damage instead (assuming that you succeed at the saving throw).

Performance Check	Bonus to AC	Bonus to DEX saving throws
14 or less	2	2
15-17	3	3
18-20	4	4
21-24	5	4
25-29	5	5
30 or more	6	5

<sup>9</sup> Alternatively, if the DM wishes to streamline the ability, it could provide a bonus to AC and DEX saving throws equal to the *Sword Dancer's* CHA.

You may stop the dance before its conclusion as a bonus action, if you so wish. If you use this feature more than once before taking a long rest, then—after the end of the dance, due to the fatigue of the performance—you must take a DC=8 + 2\*(rounds spent dancing) constitution saving throw, or gain a level of exhaustion.

## Smile of the Dark Lady<sup>10</sup>

As you sing and dance, the light and beauty of Eilistraee radiate through you. Your art touches the deepest chords in the hearts of those who witness it, as they become completely raptured, moved, or inspired by it.

As an action, expending one use of your Channel Divinity feature, you can invoke Eilistraee to mesmerize your foes and protect your allies. Take a Performance check, and choose a number of creatures up to your Charisma modifier that are within 30 ft from you and that can hear or see you. The creatures must take a Wisdom saving throw with DC equal to the result of the Performance check, or become touched by your art and become unable to perform hostile actions. This condition lasts up to a number of rounds equal to your Charisma modifier (minimum 1), or until the creature takes damage. The creatures can take a new wisdom saving throw every round after the first one (the new DC is your standard spell DC = 8 + your proficiency bonus + Charisma modifier), ending the condition on a success. Creatures that are immune to being charmed are also immune to this feature.

## Divine Strike

The *Sword Dancers* are known to call down the *Dark Maiden's blessing* on their blades, to preserve their edge and integrity, but also to infuse them with divine magic. Some of these priestesses and priests can make their blades "sing" a devastating song, or light up in silvery moonlight, as they strike down those who would see the world drown in darkness.

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant (or thunder, you choose) damage to the target. When you reach 14th level, the extra damage increases to 2d8.<sup>11</sup>

## Sword of the Dark Maiden

Powerful *Sword Dancers* are particularly skilled in the use of the dancing sword, and can bless any blade that they touch with a life of its own, albeit only for short periods of time.

Starting at 17th cleric level, if you wield a Dancing Sword, you can benefit from the *Channel Divinity (Eilistraee's Dance)* feature while the weapon is hovering. If the sword is within 5 feet from you and you are targeted by an attack (melee or ranged), you can use a reaction to command the weapon to parry, imposing disadvantage on the enemy's roll. The weapon can only either parry or attack each round.

Once per rest, as a bonus action, you can animate a sword (magical or

<sup>10</sup> A variant to this feature, to highlight Eilistraee's ability to inspire her people in the darkest situations, would be the following:

*Whenever you (or an ally within 30ft from you who can hear you) make an attack roll, or a skill check, or a wisdom or charisma saving throw, you may take your reaction to invoke Eilistraee's song. You, or the chosen ally, can add your Charisma modifier to the roll. You can use this feature after the roll has been made, but before knowing whether it was successful or not. This feature can be used up to a number of times equal to your Charisma modifier. You regain all expended uses upon completing a long rest.*

<sup>11</sup> The priestesses of Eilistraee can perform a ritual known as the *Sword Dance* (see the main document for how it is performed). You call down Eilistraee's blessing to protect a sword from rusting or breaking, and to grant it the ability to harm creatures that require magic to be wounded. The effects last for 3 months. The availability of this ritual is up to the DM.



not) that you are touching, for 4 rounds. The weapon gains the Dancing property: it will move up to 30 feet (but never farther than 30 feet from you) and attack a creature within 5 feet, using your attack bonus and adding your normal ability score modifier, plus your Charisma modifier to damage rolls. In the following rounds, you can use a bonus action to command the sword to move up to 30 feet and attack once. The weapon will fall to the ground if you move farther than 30 feet from it, and will try to return to you when this effect ends. You may command the animated sword to parry as described above, and for the duration of this feature it will be able to both parry and attack in the same round (this also applies if you use this feature on a Dancing Sword).



## Darksong Knight (Paladin Oath)<sup>12</sup>

The Darksong Knights are an order of elite warriors who serve as a bulwark between the followers of Eilistraee and the persecution of the zealot crusaders and the fiendish servants of Lolth. They employ a graceful, agile style of swordplay in battle, and receive training aimed to prepare them to face the horrific creatures of the lower planes. The Darksong Knights make a sacred oath, swearing to uphold the teachings of the Dark Maiden, and to tirelessly hunt the Spider Queen's handmaidens—the hideous yochlol—as well as all demons. Fiends caused the downfall of the drow in the ancient times, and no matter what tricks they use to hide their presence or corrupt mortals, the Darksong Knights will find them and give them no quarter. This order is particularly active in the southern regions of Faerun, the area once occupied by the dark elven empire of Ilythiir, where the remnants of the fiendish magic used by the ancient Sethomiir ruling clan still linger.<sup>13</sup> While the order includes clerics, fighters, rangers and paladins of various Oaths, many paladins who join the Darksong Knight follow these tenets:

### Tenets of the Darksong

**Kindle the light:** Even in the deepest despair, when all seems lost, hope can still be found in all that is beautiful in life. Fight to protect that light, and bring it to all those who are lost in the dark.

**Break the chains:** Everyone should be free to choose what to be, their faith, to express themselves and forge their own path in life. Relentlessly oppose all those who would deny this right, tyrants and fearmongers alike.

**Nurture all beauty:** Life is meant to be celebrated and enjoyed; live yours as art, and spark wonder and passion wherever you go. Music and dance are to be spread, bringing joy and laughter to people, so that no moment is lost in the greyness of bore and melancholy. Remember that beauty can be found in the broken: treasure and nurture it, to make it bloom once again.

**Offer kindness:** Aid all folks in need, of any race, strong and weak, kind and rude alike, no matter the personal cost. Only through empathy and compassion suffering can be defeated.

**A rebirth for the Drow:** All drow must be freed by the poison of the Spider Queen. Reach for the dark elves who suffer in her web and offer them a new beginning.

**Banish the fiends:** Fiends are the embodiment of all evil and suffering in the world. They are the responsible for the fall of the drow people. Seek and hunt them wherever they hide, and banish them with sword and light.

Oath of the Darksong spells	
Paladin level	Spells
3rd	<a href="#">Zephyr Strike</a> <sup>14</sup> , Heroism
5th	Moonbeam; Misty Step
9th	Beacon of Hope; Tongues
13th	Aura of Purity; Banishment
17th	<a href="#">Steel Wind Strike</a> ; <a href="#">Moon Path</a>

<sup>12</sup> All credits for the mechanics of this Oath go to Dario Boemio, with further work and rebalancing by Alexander Henry.

<sup>13</sup> After the Second Sundering, the Darksong Knights are still active, but they are currently rather thin on the ground.

<sup>14</sup> Both this spell and [Steel Wind Strike](#) are from the *Xanathar's Guide to Everything*.

## Channel Divinity

Starting at 3<sup>rd</sup> level, you can channel your ideals and Eilistraee's own light as divine energy.

- **Eilistraee's Dance:** You let the faith in your ideals and your goddess guide your steps. Following the Song, you become animated by burning determination. All chains and restraints are broken, and you effortlessly dance past any and all obstacles on your path. As an action, until the end of your next turn, you gain the effect of the Freedom of Movement spell and the benefits of the Dodge action. Your melee weapon attacks deal additional radiant damage equal to your Charisma modifier, and once during this time, you may make a melee weapon attack as a bonus action. In addition to this, you gain advantage on all Charisma (Performance) checks for 1 minute.
- **Demonbane:** You channel the fury of Eilistraee on a fiendish opponent, weakening its very essence. Magic that would normally bounce off its form can now burn its flesh and soul. As a bonus action, you choose a fiend within 30ft from you. For a number of rounds equal to your Charisma modifier, that fiend's damage resistances and immunities, as well as its Magic Resistance, do not apply to your attacks and spells.<sup>15</sup>

## Aura of Truth

Fiends are known for their subtlety and tricks. Demons like the hated yochlol often hide their true form and presence, while others mask their intentions behind dulcet words of temptation. You have learned to see past such machinations, to protect your people from those who would corrupt them from the inside, like it happened in the distant past.

Starting at 7th level, you and your allies within 10 ft from you (30 ft at level 18) gain a bonus on Insight checks, and on ability checks and saving throws made to detect or disbelieve illusions, equal to your Charisma modifier. In addition, if you have Sunlight Sensitivity, it does not impair you if the target of your attack or whatever you are trying to perceive is within the aura. If you do not have Sunlight Sensitivity, the range of your Darkvision increases by the range of your aura, and you are granted Darkvision within the aura if you do not already possess it.

## Dance of Freedom

As the Lady's song fills your heart, her hand leads you unharmed through danger.

Beginning at 15th level, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail. If you do succeed at the saving throw and are not wearing heavy armor, you may choose to use your reaction to move up to half your speed. This movement does not provoke attacks of opportunity.

## Lady's Embrace

Through your faith and dedication to the cause, you have become a conduit for the light of Eilistraee herself. A radiant aura of unearthly beauty surrounds you, and mesmerizing grace cloaks your every step and gesture. Your hair becomes long, dancing threads of silvery light, your irises softly shine like rainbow moonstones, and your voice

<sup>15</sup> An alternative version, aimed to boost the whole party's damage against fiends would be the following.

**Demonbane:** As an action, choose a fiend within 30ft from you. Until the end of your next turn, that fiend does not benefit from any damage resistances or immunities, nor its Magic Resistance, and all attacks that hit it deal additional radiant damage equal to your Charisma modifier



becomes a sweet and soothing melody. Wings of moonlight sprout from your back, enveloping you and your friends in a protecting embrace, as your bodies and spirits are warmed by the vibrant love of the Dark Maiden.

Starting at 20<sup>th</sup> level, as an action, you channel the light of Eilistraee within your own being. For 1 minute you she dim light within 30 ft, and:

- At the beginning of each of your turns, you regain 10 hit points, and other creatures that you choose within the light regain 5 hit points, up to a number of creatures equal to your Charisma modifier.
- If a creature within the light hits you with an attack, it takes radiant damage equal to your Charisma modifier.
- You gain Advantage on saving throws against fiends.

Once you use this feature, you cannot use it anymore until you finish a long rest.

## Silverhair Knight (Paladin Oath)

*The Silverhair Knights are an order of faithful of Eilistraee entirely dedicated to saving and redeeming the drow. Like the Darksong Knights, they embrace all Eilistraee's teachings, but focus on those regarding mercy and compassion. They take an oath to never willingly kill those who can be redeemed (all free-willed creatures), especially the drow, and regularly embark on missions to reach to their kin in the Underdark, and bring them to the light. The Silverhair Knights infiltrate in Lolthite settlements, and spend time carefully studying and observing, in order to find dark elves who need their help, who are growing resentful or dissatisfied, or that are in life-or-death situations. These paladins approach the potential converts with caution, by taking many careful steps to make them feel as safe and comfortable as possible, and offer them the path to a life free of the endless strife and paranoia imposed by Lolth. The Silverhair Knights personally escort the drow to safety, and constantly offer their protection to all followers of Eilistraee, especially the new converts, in order to show that the life that the goddess wishes for her children is not a fairy tale, but a concrete possibility. Silverhair Knights can use lethal means in specific situations, but only if doing so means saving more lives. Even then, a quest for atonement is needed, given by clerics of Eilistraee. After the Second Sundering, Eilistraee herself often chooses to personally provide direct guidance to the Silverhair Knights.<sup>16</sup> This order is home to paladins who take the Oath of Redemption, or a variation tailored to reflect Eilistraee's teachings:*

### Tenets of the Silverhair Knights

**Kindle the light:** *Even in the deepest despair, when all seems lost, hope can still be found in all that is beautiful in life. Fight to protect that light, and bring it to all those who are lost in the dark.*

**Break the chains:** *Everyone should be free to choose what to be, their faith, to express themselves and forge their own path in life. Relentlessly oppose all those who would deny this right, tyrants and fearmongers alike.*

**Nurture all beauty:** *Life is meant to be celebrated and enjoyed; live yours as art, and spark wonder and passion wherever you go. Music and dance are to be spread, bringing joy and laughter to people, so that no moment is lost in the greyness of bore and melancholy. Remember that beauty can be found in the broken: treasure and nurture it, to make it bloom once again.*

**Offer kindness:** *Aid all folks in need, of any race, strong and weak, kind and rude alike, no matter the personal cost. Only through empathy and compassion suffering can be defeated.*

**A rebirth for the Drow:** *All drow must be freed by the poison of the Spider Queen. Reach for the dark elves who suffer in her web and offer them a new beginning.*

**Mercy:** *Evil isn't a monster that can be slain with the simple blade. The sword provides a needed protection, but evil is often the consequence of the pain harbored in the hearts of the people; the only way to truly defeat it passes through understanding, and healing. Never kill those who can be redeemed. There's strength in letting a life bloom and rise from their evil, because untold beauty can stem from an awakened soul.*

The mechanics of the Darksong Knights are fairly adequate to represent the Silverhair Knights too. However, in order to better represent the Oath, the following changes could be applied.

Silverhair Knights spells	
Paladin level	Spells
3rd	<a href="#">Zephyr Strike</a> ; <a href="#">Sanctuary</a>
5th	<a href="#">Warding Bond</a> ; <a href="#">Calm Emotions</a>
9th	<a href="#">Beacon of Hope</a> ; <a href="#">Create Food and Water</a>
13th	<a href="#">Dimension Door</a> ; <a href="#">Locate Creature</a>
17th	<a href="#">Commune</a> ; <a href="#">Moon Path</a>

### Channel Divinity

*Eilistraee's Dance* is retained, but *Demonbane* should be swapped with one of the features from the Oath of Redemption.

**Emissary of Peace:** As a bonus action, you grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes.

### Aura Feature

The Aura of Truth feature suits Silverhair Knights well enough. However, if DMs or players wish to further emphasize the theme of protection, it could be swapped with the 7<sup>th</sup> level feature from the Oath of Redemption:

**Aura of the Guardian:** Starting at 7th level, when a creature within 10 feet of you takes damage, you can use your reaction to magically take that damage, instead of that creature taking it. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way. At 18th level, the range of this aura increases to 30 feet.

### A note on "Sin Eaters"

The Silverhair Knights were introduced as a 5 levels prestige class in D&D 3.5e. The capstone ability of the class allowed the paladin to perform a long and dangerous ritual in which they "consumed" and purified the sins of an evil creature, and—if successful—changed their alignment to neutral. I opted to not make this a class feature in my version, because it doesn't work well with the lore of Eilistraee (or of the class itself). The focus on redemption through understanding, choice, and growth violently clashes with magicking up what ultimately should be character development and a matter of choice, making such a feature quite out of tune with the general theme of the Dark Maiden. For those who are interested, the Sin Eating doesn't need to be a class feature; it could also be a religious ceremony. The Silverhair Knight must

<sup>16</sup> See: [answer by Ed Greenwood](#)



keep physical contact with the creature that they want to redeem for 10 minutes. If the creature is unwilling, they can fight the ritual in a battle of willpower (could be represented by a WIS or CHA contest, or a series of contests). If the Silverhair Knight is successful, the creature feels the weight of all the suffering that they have inflicted in their life; the shock of the realization is so powerful that the creature will hardly go back to their evil ways. If the Silverhair Knight is not successful, the weight of all that pain is inflicted on their own being, draining their vitality and making them fall into a coma for one day (it drains 1d4 points of constitution, which can be recovered through a Greater Restoration spell). This ritual can be attempted once per week, and can only be performed on the same creature once per year. If the paladin dies during the ritual, they rise as a ghost with the same behavior as the creature that they tried to redeem.



## Bardic College of the Spellsong

*The lore of the Sword Dancers of Eilistraee is much closer to the bardic archetype of weaving magic through music and dance. This is a take on the Spellsong as a Bardic College. Eilistraee teaches that life is to be lived as art, bringing beauty, wonder and hope wherever you go. You embraced her ideals as your credo, and strive to make beauty shine even in the deepest abyss, using your music and song both to nurture and protect it.*

### Dark Maiden's Grace

Starting at 3<sup>rd</sup> Bard level:

- **Wardancer:** You can treat longswords as finesse weapons. When you are hit by a weapon or spell attack, while wearing up to light armor and not using a shield, you can use your reaction to add your Charisma modifier to your AC against that attack, potentially causing it to miss.
- **Battle Rhythm:** When making a Constitution saving throw to maintain concentration on a Bard spell, you may use your Charisma modifier in place of your Constitution modifier
- **Spellcasting Focus:** You can use your art as a spell focus. A melody played with a musical instrument of your choice, or your own voice, as you intone a song, count both as spell focus and as the verbal component of your spells. Likewise, your dance counts both as a spell focus and as somatic component of your spells.
- **Spells Known:** You learn the [Eilistraee's Moonfire](#) cantrip. Furthermore, the [Spellsong](#) is now part of the Bard spell list for you: when you gain a level and learn a new Bard spell, you can choose one of the six songs that make up the main spell.

### Lesser Spellsong

Starting at 3<sup>rd</sup> Bard level, you learn to masterfully weave your inspiring music with sword and magic. When you cast given spells, they can benefit from *one* of the features listed below. You learn three spellsongs at 3<sup>rd</sup> level, and one more at level 6<sup>th</sup> and 14<sup>th</sup>.

- **Adagio:** Whenever you cast a healing spell from the Bard list, as a part of the same action, you can expend *one* use of your bardic inspiration and add the result of the roll to the amount healed. If the spell heals multiple creatures, each target receives bonus healing equal to the roll, but the casting time is increased by one step (bonus action becomes an action; an action becomes a full round; anything equal to, or greater than, one minute requires one more minute).
- **Vivace:** Whenever you cast a bardic spell with beneficial effects, as a part of the same action, you can expend one use of your bardic inspiration to grant inspiration to the target. A spell empowered by **Vivace** also also ends the charmed or frightened conditions on the target
- **Maestoso:** Whenever you cast an Enchantment or Illusion spell from the Bard list, or spells that include the Sanctuary effect, as part of the same action, you may expend one use of your bardic inspiration to force one creature to take the saving throw and any ability check required by that spell at disadvantage.
- **Accelerando:** Whenever you cast a bardic spell with beneficial effects, as part of the same action, you can expend one use of your bardic inspiration to allow one creature that is affected by the spell to immediately move up to a distance equal to his movement speed. This movement isn't affected by difficult terrain and doesn't provoke opportunity attacks. Once, until the end of your next turn, if the target is hit by an attack, or is forced to take a DEX saving throw, you can choose to roll your bardic inspiration die and add the result to their AC or saving throw for that attack or spell. A spell empowered by **Accelerando** ends one condition among grappled, restrained, and prone.
- **Sincope:** Whenever you cast a bardic spell that deals damage, as part of the same action, you can expend one use of you bardic inspiration to make the spell release an explosion of blades of pressurized air. The creatures that took damage from the spell must make a further Strength saving throw or take additional thunder damage equal to the

number you rolled on the bardic inspiration die.

- Alternatively, when you cast a bardic spell with beneficial effects, as part of the same action, you can expend one use of your bardic inspiration to empower your allies. Upon the next attack (spell or weapon) made by one of the creatures affected by the spell, blades of pressurized air slash your enemy. If the attack hits, it deal its normal damage, and the target must succeed a Dexterity saving throw against your spell DC or take 2d8 thunder damage for a first level slot, plus 1d8 per spell slot level above first (up to a maximum of 5d8).

### Song and Sword<sup>17</sup>

Starting at 6<sup>th</sup> bard level, when you can cast a cantrip, you can make a weapon attack using a sword as a bonus action.

### Greater Spellsong

Starting at 14<sup>th</sup> Bard level, you learn the empowered version of three of your lesser spellsongs.

- **Adagio:** Whenever you cast a healing spell from the Bard list, as a part of the same action, you can expend any number of uses of your bardic inspiration to add the sum of your rolls to the amount healed. If you spend at least 2 uses of Bardic Inspiration, you may also end either one disease, or one of the following conditions afflicting the target: poisoned, deafened and blinded. If you spend at least 3 uses of Bardic Inspiration, you may also end one curse afflicting the creature. If the spell heals multiple creatures, then it ends one condition for each of them, and each target receives bonus healing equal to the sum of the bardic inspiration rolls, but the casting time is increased by one step (bonus action becomes an action; an action becomes a full round; anything equal to, or greater than, one minute requires one more minute).
- **Vivace:** Whenever you cast a bardic spell with beneficial effects, as part of the same action, you can expend any number of uses of your bardic inspiration to grant inspiration to an equal number of creatures that are affected by your spell. A spell empowered by **Vivace** also ends the charmed and frightened conditions on each target.
- **Maestoso:** Whenever you cast an Enchantment or Illusion spell from the Bard list, or spells that include the Sanctuary effect, as part of the same action, you may expend any number of uses of your bardic inspiration to force an equal numbers of creatures to take the saving throw and any ability check required by that spell at disadvantage.
- **Accelerando:** Whenever you cast a bardic spell with beneficial effects, as part of the same action, you can expend any number of uses of your bardic inspiration to allow an equal number of creatures that are affected by the spell to either immediately move up to a distance equal to their movement speed. This movement isn't affected by difficult terrain and doesn't provoke opportunity attacks. Once per each target, until the end of your next turn, if they are hit by an attack, or are forced to take a DEX saving throw, you can choose to roll your bardic inspiration die and add the result to their AC or saving throw for that attack or spell. A spell empowered through **Accelerando** ends one of the following conditions for each target: grappled, incapacitated, prone, paralyzed, stunned, restrained.
- **Sincope:** Whenever you cast a bardic spell that deals damage, as part of the same action, you can expend any number of uses of you bardic inspiration and make the spell release an explosion of blades of pressurized air. The creatures that took damage from the spell must make a further Strength saving throw or take additional thunder damage equal to the sum of your rolls, and be knocked prone.
- Alternatively, when you cast a bardic spell with beneficial effects, as part of the same action, you can expend any number of uses of your bardic inspiration to empower your allies. Upon the next attack (spell or weapon) made by a number of creatures affected by the spell equal to the spent inspiration uses, blades of pressurized air slash your enemy. If the attack hits, it deal its normal damage, and the target must succeed a Dexterity saving throw against your spell DC or

<sup>17</sup> For a more martial-oriented subclass, this feature could be swapped with the Extra Attack feature.



take 2d8 thunder damage for a first level slot, plus 1d8 per spell slot level above first (up to a maximum of 5d8).

## New spells, feats, fighting styles, etc...

### New cantrip:

#### *Eilistraee's Moonfire*

*Evocation Cantrip*

**Casting time:** 1 action

**Components:** V, S

**Range:** Self

**Duration:** 10 minutes.

This spell creates a globe of moonlight of up to 10 cubic feet, that moves about the caster's body. It provides bright light in a 10 feet radius, and dim light for an additional 10 feet. The caster may choose to reduce the intensity, making the globe shed only dim light in 10 feet radius. The color of the globe and of the light can be white, silver, blue-white and soft green. Each round, as a bonus action, the caster may command the Moonfire to move around her body at any desired speed, or to move away from her, drifting up to 40 feet. As a part of the action, the shape of the globe can be changed to make it pass through openings of any size.

As an action, you can turn the globe into a small comet of cold moonlight (ending the spell), and hurl it at a creature within 30 ft from you. Make an attack roll: on a success, the target takes 1d8 cold damage (2d8 at level 5<sup>th</sup>; 3d8 at 11<sup>th</sup>; 4d8 at 17<sup>th</sup>).

This cantrip can be cast using a 2<sup>nd</sup> level slot. If you so choose, this spell and the Darkness spell cancel each other out.

### New spell:

#### *Spellsong*

4th level (*exclusively granted by Eilistraee to her Sword Dancers*)

**Casting time:** variable

**Components:** V, S

**Range:** variable

**Duration:** variable

*The Sword Dancers are trained to use their music and dance to call upon Eilistraee's power. They can sing their magic even in the heat of the battle, while dodging and dancing, or while wounded. Their art resonates with the intimate rhythm of life and of the Multiverse, and is able to close wounds, inspire great feats, create untold beauty, or save allies from the cold grip of death.*

You can cast this spell using a 4<sup>th</sup> level spell slot or higher. Depending on the level of the slot, your song and dance can produce a variety of magical effects. When you prepare this spell, choose one of the songs listed below. Upon casting the spell, it will only be able to produce the effects belonging to that song. The Spellsong can be prepared more than one time, each time choosing a different song.

The Spellsong ignores the need of material components. However, if the spell requires a material component worth 100gp or more and you don't have it, the casting time will be increased by an amount equal to the original casting time for each 100gp of value required.

- ***Song of Hope:*** Using a 4<sup>th</sup> level spell slot, as a bonus action, your song inspires a number of creatures up to your Charisma modifier **that can hear you**, within 30 ft from you. They can add your Charisma modifier to all saving throws against the Charmed and Frightened conditions, to all attack rolls and ability checks. The spell lasts up to 1 minute, and requires

concentration.

Using a 4<sup>th</sup> level spell slot, your song lifts the hearts of a number of allies up to your Charisma modifier, **that can hear you**, within 30ft from you. It removes all effects causing the Charmed and Frightened conditions, and all effects that cause despair, confusion or insanity in a creature (such as the *Confusion* and the *Symbol: Hopelessness, Insanity* spells). Both the effects of this Spellsong count as Enchantment spells.

- ***Song of Protection:*** As a 4<sup>th</sup> level spell slot, you can cast the *Sanctuary* spell on a number of creatures up to your Charisma modifier and are within 30ft from you. A 5<sup>th</sup> level spell slot will provide *Death Ward* to a creature that you are touching. As a 8<sup>th</sup> level spell slot, you can cast the *Death Ward* spell on a number of creatures up to your Charisma modifier within 20ft from you.
- ***Song of Life:*** *Your music soothes pain and closes wounds of all those who hear it. You conjure strands of soothing moonlight that take the form of tall elven women who embrace and heal your allies.* Choose up to 6 creatures within 30ft from you. Spending a 4<sup>th</sup> level spell slot, the strands of light heal up to 3d6 + your Charisma modifier hit points. For each spell slot level above 4<sup>th</sup>, you add 1d6 to the amount healed. The healing die of the spell increases to 1d8 if you sing and dance for 10 minutes. Creatures who benefit from this spell are also immune to the Extreme Cold environmental condition for 1 hr. Wounds healed by this spellsong leave no scars. This is an Evocation effect. As a 4<sup>th</sup> level slot, you can also cast the *Revivify* spell.

Using a 7<sup>th</sup> level spell slot, and singing for 1 minute, will cause this Spellsong to restore the body of a touched creature. Any severed body members (fingers, legs, tails, and so on), broken bones, and ruined organs are restored after 2 minutes. If the damaged or severed parts are present and touching the respective wound, the regeneration is instantaneous. For the duration of 1 hour, the target also regains 1 hit point at the beginning of each round. This Spellsong removes all existing scars if the caster and the creature so wish. It is as a Transmutation spell.

- ***Song of Renewal:*** Using a 4<sup>th</sup> level spell slot, you can cast the *Lesser Restoration* spell on a creature within 30 ft from you, *Remove Curse*, or the *Dispel Magic* spell. A 5<sup>th</sup> level spell slot provides the *Aura of Purity* spell. A 6<sup>th</sup> level spell slot originates the *Greater Restoration* spell on any target that you are touching, or the *Lesser Restoration* spell on up to Charisma modifier creatures within 20 ft from you.
- ***Song of Rapture:*** *You dance while playing and singing, creating art of unearthly beauty and deep emotion, while strands of moonlight weave and paint mesmerizing images around you.*

A number of creatures up to your Charisma modifier within 30ft from you (**that can see or hear you**) must take a Wisdom saving throw with disadvantage. On a failure, the creatures become charmed. While charmed by this spell, they are incapacitated, and will try to remain within 20 ft from you to admire your art. The effect lasts up to 1 minute, and requires you to spend your action each round after the first to keep performing. You may move up to your speed while sustaining this effect, but you may not take a dash action. You may force new creatures who enter the area (out of their own volition, or because you move within 20ft from them) to also take the saving throw, but the maximum number of affected creatures at any given time can't be higher than your Charisma modifier.



The effect ends for an affected creature if it takes damage, if someone else uses their action to shake the creature out of its stupor, if you stop your performance, or if you use your reaction or bonus action to perform an offensive action. This Spellsong uses a 4<sup>th</sup> level slot, and is as an Enchantment spell.

As a 5<sup>th</sup> level slot or higher, you can cast the *Charm Monster* spell. As a 7<sup>th</sup> spell slot, you can cast the *Mass Suggestion* spell. Your targets must be **able to see or hear you**.

- **Song of Creation:** Using a 4<sup>th</sup> level spell slot or higher, you can cast the *Major Image* spell, as multiple strands of moonlight create artful illusions. Using a 5<sup>th</sup> level spell slot or higher, you can cast the *Fabricate* spell, as your music and your dance fluidly shape the raw materials. As a 6<sup>th</sup> level slot, *Fabricate* uses your Performance to create items that require high degree craftsmanship: your art shapes even the hardest material in harmony with your emotion and imagination (you are required to make a Performance check. The DC is the same that it takes to craft the item with the adequate tools). A 7<sup>th</sup> level spell slot provides the *Programmed Illusion* spell.

### New spell:

#### *Moon Path*

5th level Evocation

**Casting time:** 1 action

**Components:** V, S, M (a white handkerchief)

**Range:** 100 ft

**Duration:** Concentration, up to 10 minutes

You create a ribbon of glowing, silvery, translucent force, that connects two spots in a straight path. It's up to 150ft long, from 3 to 20 ft wide (you may change the width over the path's length), and 1/4 inch thick. Its starting and ending points can be located anywhere (including midair), and the surface of the ribbon can be oriented as the caster wishes (it can be positioned as a bridge or as a wall, for example). When you cast Moon Path, you choose up to 10 creatures to be protected while standing on the ribbon, granting them the effects of the *Sanctuary* and *Spider Climb* spells for the duration of the Moon Path (these boons are lost as soon as the path is left). The surface of the ribbon cannot be physically crossed, and blocks spells, breath attacks (like that of a dragon), gaze effects (such as that of a Medusa) and ethereal travel.

A *Disintegrate* spell blasts a 10ft wide hole in the path, and the touch of a *Sphere of Annihilation* destroys it. Unlike a *Wall of Force*, this spell is normally affected by *Dispel Magic*.

**At Higher Levels:** When you cast this spell using a 6th level slot or higher, its maximum length is increased by 30ft and the number of affected creatures by 2 for each level above 5th.

### New feat:

#### *Wardancer*

Your training in dancing gracefully has improved your reflexes and the fluidity of your movements, making you harder to hit in combat. You must be proficient in the Performance skill in order to take this feat

- You gain proficiency with longswords, and treat them as finesse weapons.
- When you are hit by a weapon or spell attack, while wearing up to light armor and not using a shield, you can use your reaction to add your Charisma modifier to your AC against that attack, potentially causing it to miss.

### New fighting style:

#### *Battle Dance*<sup>18</sup>

When not wearing heavy armor and not using a shield, your armor class increases by 1. When wielding a single light, one-handed, or versatile weapon and no other weapons, you gain a +1 bonus to damage rolls with that weapon.

This fighting style can be taken by paladins, fighters, rangers, and College of the Sword bards.

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<sup>18</sup> Credits for this style go to Alexander Henry



## Background: Secret Moondancer

The vast majority of drow were born and live in the depth of the Underdark, where the priestesses of the Spider Queen rule uncontrasted. Within their reach, the dogma of Lolth is the only way of life: every divergent or innovative idea, every other belief or faith is labeled as heretical, and drowned in the blood of those who dare to support or spread it. These persecutions lead to stagnation, and make very difficult for the drow to become aware of different faiths (let alone embrace them), but this doesn't stop the Dark Maiden from singing her call to all of them.

Some drow feel her loving touch, learning that there is a goddess of hope out there, one who cares about them and that will answer to their prayers. Choosing to live hidden in the very heart of Lolth's strength, some Sword Dancers strive to reach to these dark elves, to help them embrace Eilistraee, and find their way to a better place in the Lands of Light.

You are one of these drow, a Secret Moondancer. You felt the call of the Dark Dancer and chose to embrace what she stands for. You may have already fled to the surface, or be still living underground in a drow city<sup>19</sup>. Perhaps you are a noble or priestess who fell out of Lolth's favor, only to be saved from your rivals by a Sword Dancer, finding the opportunity of a new beginning. Or you could be a commoner who grew weary of his or her life, and found solace and hope in the embrace of Eilistraee; or yet a slave or prisoner rescued by the followers of the goddess. Alternatively, you can choose to be one of her clerics<sup>20</sup>, brave enough to risk your life to bring her light where few would dare. In either case, you live (or used to) in a drow city, dominated by Lolth, forced to act in utter secrecy and to hide your faith, in order to let it flourish.

Your safety is constantly on the line, endangering yourself and all you love, as to be caught is to be sentenced to death. You have to choose with extreme care when, where, and to whom you can bring knowledge of the Dark Maiden; and to be ever watchful of every detail around you and of those who might suspect of your heresy--a single misstep could bring to the worst. Despite all that, you still work to bring the hope that you have found to those who have not, and to teach children about Eilistraee, so that they may not have to grow without knowing what it is to be loved. Through your effort, the light of the Dark Maiden can shine even amidst the darkness of the Underdark.

However, the more you cleave to the goddess, the more the burden of the cruelty that permeates the life under the thumb of Lolth becomes heavier to carry. This may lead you to grow weary, scarred, somewhat cold in front of death and danger, or bitter with vengeance towards the priestesses of Lolth. Nonetheless, to face these hardships is a valuable lesson about the value of working together, of protecting each other, and of having someone that you can count on.

Your hope is to flee to a safe place along with all those you care for--or to bring the faith of Eilistraee to as many drow as possible and lead them to safety, if you are a Sword Dancer, or if this simply is your wish (not all drow who refuse Lolth want to leave the Underdark). You are not alone in this task, as the followers of Eilistraee offer their aid to refugees and outcasts. Over time, they have built networks of secret passages and (with the help of the magic of the goddess) [portals](#) leading to safe shrines. As a Secret Moondancer, you have been trusted with the knowledge of these passages, and with a tiny sword-pin or pendant to

<sup>19</sup> I'm assuming the latter for simplicity in writing.

<sup>20</sup> Drow clerics of Eilistraee are the most likely to choose the life of a Secret Moondancer.

be used as an identification token.

- **Skill proficiencies:** Insight and one between Athletics, Persuasion, Deception, Acrobatics, and Survival.
- **Tool proficiencies:** one musical instrument or one set of artisan tools of your choice.
- **Language:** Undercommon.
- **Equipment:** a musical instrument or one set of artisan tools of your choice, a set of common clothes, a symbol of Eilistraee, a sword-token, a pouch containing 10 gp.

### Feature: Safe haven

As a Secret Moondancer, you can expect fellow followers and Sword Dancers of Eilistraee to help you in your adventures. You can receive free healing, food and shelter at shrines of the Dark Maiden<sup>21</sup> (you must provide the material components needed for the spells). Your companions may also be sheltered, but at the price of a small task assigned by the priestesses (it is usually labor, but can be another kind of service, if the DM wishes so). Sword Dancers will come to your help if you are near a shrine and call for support, but they will also try to preserve their own life. You have access to the knowledge of secret passages or portals that connect the area of the Underdark that you come from with shrines of Eilistraee. You may access to them through a tiny sword pin or pendant used as an identification token. Sword Dancers active near a given area will instruct you about secret passages or portals that can be found there, and will provide you with any information in their possess that is useful for the Dark Maiden's cause. You are allowed to use the Moonspring portals (see the main document).

### Suggested characteristics

Below is a list of traits, bonds and flaws that Secret Moondancers are likely to have, and of ideals that many of them follow. Of course, they can also be replaced with characteristics of your own making.

#### Personality traits

Your personality was shaped and heavily influenced by all that you experienced, faced and endured. Your struggle as a Secret Moondancers has taught you much, but you find value in some habits from your former life.

#### d8 Personality Trait

1. I always try to accept the others simply for what they are, and to respect their choices (as long as they are not intended to bring harm).
2. I make treasure of all the bright moments that life brings me, and always try to bring a smile to people's faces, be they my friends or strangers.
3. My experience taught me to always help and care for those around me. No matter how dire the situation may be, no one that is counting on me will be left behind.
4. No matter how grim the situation may seem, I don't give up and nothing can shake my optimism.
5. I firmly believe that my actions are guided by the will of Eilistraee, and that even the most unlikely event can be a message from her.
6. I am ever watchful of my surroundings, and I never do anything without a plan. I always prepare a back-plan for when things go wrong.
7. I would never betray my friends, or reveal anything that could endanger them, not even under torture.

<sup>21</sup> Such shrines are however rare



8. The time spent in the Underdark has filled me with a burning desire to see the world and make new experiences.

### Ideals

As a Secret Moondancer, your ideals are inspired by the teachings of Eilistraee (already described [here](#), and summarized below), and by the desire of bringing a positive change to your people.

#### d8 Ideal

1. **Freedom:** Everyone should be free to choose what to be, their faith, to express themselves and forge their own path in life. I will firmly oppose anyone who seeks to deny this right. (Chaotic)
  2. **Hope:** Even in the deepest despair, when all seems lost, one can still find hope in all that is beautiful in life. We must fight to protect that light, and bring it those who are lost in the dark. (Good)
  3. **Kindness:** We must try to help those in need, be it by offering food, shelter or protection, no matter what the personal cost. (Good)
  4. **Compassion:** There is strength in showing mercy and compassion, rather than ending a life. Even the darkest souls can find the strength to embrace redemption. (Good)
  5. **Beauty and Joy:** Life is meant to be celebrated and enjoyed. Song, dance and beauty are to be spread and nurtured, bringing joy and laughter to people, so that no moment is lost in the greyness of bore and melancholy. (Good)
  6. **Tolerance:** We must strive so that all races may live in harmony and peace, united against evil and suffering, and that all people may be accepted for what they are. (Good)
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7. **Change:** We must work so that the old, bloody traditions are lost and forgotten. Only then the drow may build their place in the world, and Dark Maiden's dream come true. (Chaotic)
  8. **Faith:** I trust that Eilistraee will guide my actions. If I work hard, things will go well. (Lawful)

### Bonds

You may feel particularly close to a priest or priestesses that rescued you and brought you the faith of the Dark Maiden (or, as a Sword Dancer, to your converts). You may have a family or children that you would protect at any cost, or perhaps someone you love was killed or captured by the followers of Lolth, and you have sworn to yourself that you will avenge (or rescue) them. The faith of Eilistraee is important to all Secret Moondancer, but you may feel particularly close to the goddess, finding strength in her presence.

#### d8 Bond

1. My family (or children, or loved ones) is the most precious thing to me.
2. My family or loved ones had to remain behind when I fled my city, but I will return to lead them to a better place.
3. I owe everything to a priestess that helped me when I needed it the most.
4. A deep bond has formed between me and one (or a group) of my converts. (Sword Dancers only)
5. Eilistraee has sung to me, giving me hope in my darkest time. I find strength in her love, and solace in knowing that she watches over all her people.
6. Someone I love was killed (or enslaved) by a priestess of Lolth (or a noble drow). I will do anything it takes to avenge (or rescue) them.
7. Everything I do is for the good of my people.

8. The faith of Lolth can only bring the drow to wither and self-destroy. I am sworn to eradicate the influence of the Spider Queen wherever it rears its ugly head.

### Flaws

Your most glaring flaws are likely to be the effects of living for a long time in a Lolthite drow environment.

#### d8 Flaw

1. I can't help but be suspicious of everyone's actions. I am very slow to trust others.
2. Whenever doing something major, I worry too much about what could go wrong.
3. I work to follow the teachings of my goddess, but old habits and mindset are hard to shake off.
4. All that I have experienced has made me weary. Although I try to help those who are suffering, I often react coldly to their pain.
5. I can act recklessly when I think that I and my friends are danger.
6. I react aggressively to offense or threats, especially to those directed at my faith.
7. During my former life I was responsible of atrocious actions. I try to hide that from all whom I know.
8. I can hardly resist the temptation to join revelries and pleasurable events when the opportunity arises.



## Equipment and Magic Items

The followers of Eilistraee don't have particular ceremonial vestments. They use the most practical garb in a given situation (haprons for cooking, armor in battle—usually light; preferably enchanted, and of drow make—etc...), and usually wear as little as they can in their ritual dances. They also wear their hair long, in honor of Eilistraee, and often paint it silver using natural pigments.

Their holy symbols can come in the form of a sword-pendant as large as a drow hand, or of the symbols of Eilistraee: a silver bastard sword outlined against a silver moon with silvery filaments, or a nude, long-haired female drow dancing with a silver sword in front of a full moon. These are often pins, or pendants attached to slender mithral or silver necklaces. The followers of Eilistraee, especially her clerics, learn to play, craft, and repair one or more musical instrument. They favor the harp and the flute, and often carry the instrument with them in their travels (for the harp, they carry a portable version). Magical musical instruments are treasured and appreciated by the worshipers of the Dark Maiden.

In battle, the clerics of Eilistraee prefer to wield a sword, but they can also use other weapons (preferring bladed ones over the rest). They are also known to use the longbow and silver-tipped arrows as a secondary weapon. Sword Dancers cherish Dancing Swords, for they are the weapons wielded by Eilistraee herself, and often aspire to create or own one.

Mithral, silver, and moonstones are considered sacred and a gift from Eilistraee.

### Singing Swords

*Weapon (longsword), legendary (requires attunement)*

*These weapons are rare artifacts and relics of the faith of the Dark Maiden. They are twenty silvered bastard swords, gifted by Eilistraee herself to Qilué Veladorn and her friends in Buiyrandyn, a small settlement of drow who had refused Lolth for Eilistraee, found north of the Sword Mountains. The goddess had seen potential in the young drow, and had plans for her. So, when the time was right, in her form of a 9-ft tall, achingly beautiful drow maiden, she appeared to Qilué, asking her to help nearby drow in need, and granting her and her friends the magical Singing Blades to aid them in their quest. Later, Eilistraee would ask these drow to accomplish a greater mission: to seal the Pit of Ghaunadaur, a deep gorge connected to the third level of Halaster's Undermountain, magically linked to the divine realm of the Elder Eye, from where he was planning to creep into the surface world. With the guidance and protection of both Eilistraee and Mystra (who had chosen Qilué as the seventh of the Seven Sisters) and wielding the Singing Swords, Qilué and her friends defeated the avatar of Ghaunadaur and sealed the pit. However, the god had only been driven away, far from defeated, and the Dark Maiden appeared once more, warning Qilué and her friends of the danger:*

*"You must make a stand here close to the surface world, and you must be ever vigilant against the return of Ghaunadaur. For a mighty city of humans shall rise above this place, and if you are to make peace with humankind and your elven kin of the surface world, this place is best suited for you."*

*The temple of the Promenade was then founded beneath the city of Waterdeep, quickly becoming the greatest bastion of Eilistraee's strength in Faerun. Its guardians (originally drow, but then also joined by*

### The Dark Sister

**Qilué Veladorn** was the seventh and youngest of the Seven Sisters, Chosen of both Mystra and Eilistraee. The history of how she was chosen by Mystra is a singular one.

Having foreseen the a future time of deep crisis, the Lady of Mysteries took steps to avoid utter disaster, were one of her enemies to defeat or take control over her during that time of conflict. Centuries before the Times of Troubles, she started to choose a number of mortals to guard shards of her essence. Realizing that too few were the existing individuals capable of carrying her power, Mystra decided to give birth to a group of seven women suitable for her goal. She chose the human that she best saw fit for that purpose: Dornal Silverhand.

Mystra possessed Elué Shundar (who became aware and even enthusiast to be part of her goddess' plan), a half-elf sorceress that Dornal fancied, and seduced him. Six children, all female, were born from their union. However, with time, Mystra's power consumed Elué's body, and by the time she was bearing the seventh child, the woman was almost reduced to a husk. Believing his wife to be the victim of an evil spirit, Dornal regretfully killed her, leaving the unborn child in an extremely dangerous situation. The pregnancy had to be completed, else the seventh sister would have been completely destroyed by the divine power coursing through her.

Mystra quickly sought another pregnant female strong enough to give birth to the child, and her attention was caught by a drow who had forsaken Lolth for Eilistraee, Ilirytara Veladorn, intent in leading a group of like-minded drow to found a community on the surface, near the spot where Dornal killed Elué. Ilirytara's unborn daughter had died because of the stress of the journey, and she would have too, if nothing had been done to save her. As Eilistraee herself was watching over her follower, trying to find a way to save her, Mystra offered to replace the dead baby with the soul of the seventh sister, Qilué, to save both. Extraordinarily, Eilistraee agreed to allow the exchange, and with that pact Qilué Veladorn came to life, and so did a friendship between the Dark Maiden and Mystra that still lasts after more than seven centuries.

#### Nature and personality

*Qilué sees the ways of things in Faerun clearly, and can reveal how anyone may forge a life of importance in steering the way of the world into peace and prosperity for all races. -- Albither of Athkatla*

Qilué's appearance reminded of that of Eilistraee herself. She was a wildly beautiful woman, with ankle-long hair and large eyes of silvery hue, capable of inspiring awe in those that she met. She was a generally warm and kind drow--although she had a strong character, and could be firm and commanding (even imperious at times) when it was needed. Qilué inspired immediate trust and comfortableness in all those that she met, who often didn't hesitate to direct others to see her for advice and guidance. That Dark Sister had an understanding nature, and could accept all people simply for who they were: friendship with her was in fact quick to form, spontaneous and intense.

Qilué hated violence and always tried to avoid it, but she could be cold and merciless if the drow under her protection were endangered, or when facing those that she despised the most: slavers, tyrants, and any creatures whose cruelty oppressed the people of Faerun, and struck fear in their hearts. In truth, she found particular satisfaction in teaching memorable lessons to such individuals, and to those who came to the Promenade full of prejudices, thinking to remove "the drow problem".

At times, Qilué could be impish and irreverent. Being a chosen of two goddesses, she had great responsibilities weighing on her shoulders, which led her to take any rare chance to unwind with extreme inhibition. Qilué truly enjoyed (and had a singular talent for) mischief, and one of her favorite pastimes was to take the appearance of her sister Laeral (whom she was very close to) and sneak into the parties of the Waterdhavian nobility pretending to be her. She would enjoy herself without any restraint or control, for example by dancing and frolicking with wild abandon, or by playing wicked pranks to the human nobles--or seducing and then scaring them into submission if they happened to be slavers. She was a lover of dance and music, and was known to sometimes dance completely nude, lit by the Underdark fungi, in a cavern of the Promenade visible from Skullport--she did this mostly to lure individuals that she wished to talk to.



humans, dwarves and halflings), known as Protectors of the Song, were the keepers of the relic swords. They pursued and worked towards all the goals of the Dark Maiden, (for example, opposing the slavers of the near Skullport), but their main duty--which they referred to as "the Great Mission"--, was making sure that the Pit of Ghaunadaur would stay sealed, and that the god could never again threaten Faerun from there.

Towards the end of the 1370s DR, the Promenade was almost fully destroyed, by cultists of Ghaunadaur who, by tracking the Nightshadows (former Vhaeraunites who had converted to Eilistraee) that were sent to spy on them, managed to find portals leading to the temple. The priests of the Elder Eye led an army of his minions in a long siege against the Promenade, aiming to set the trapped avatar of their god free. Many Sword Dancers and Nightshadows gave their lives in a (successful) last stand against their enemies, preventing the worst from happening.

After that event, many Singing Swords were lost (or looted by scavengers), with only a few of them remaining in Eilistraean hands. Some time later, when the Dark Maiden temporarily lost most of her power after Qilué was killed, the sacred weapons became silent and lost their magic, making them easily mistaken for mundane swords, albeit of incredible quality. Currently, now that Eilistraee has returned to full power, her Singing Swords are once again infused with her divine magic, and some Sword Dancers have undertaken the mission to recover the precious relics.

You gain +3 to attack and damage rolls made with this magic weapon.

A Singing Sword "sings" loudly when unsheathed, and loses all bonuses when silenced. Its melody makes the wielder immune to all Charm and Fear effects, to the Confusion spell, and to all effects that can cause a creature to give in to despair or afflict her with insanity. Any attempt to apply these effects to the wielder by magical means grants her the benefits of a Barbarian's Rage, but only directed towards the caster. This works exactly like the Barbarian's feature, as if the wielder had a number of Barbarian levels equal to their overall level.

The song of the sword is capable of stirring the hearts of its wielder and their allies: Once per round, as a reaction, the dancer can grant advantage to an attack roll or to a wisdom or charisma saving throw made by herself or another creature within 30 feet from her. The dancer can make this choice after the roll is made but before it hits or misses.

### **Moon Maiden's Song**

*Wondrous item, Artifact (requires attunement by a follower of Eilistraee or a good-aligned Bard)*

*Near the end of the Second Sundering, amidst the chaos and upheaval of both mortal and godly schemes for power, the Dark Maiden could finally return to life and to her people. It was a truly extraordinary (albeit short) time, when Eilistraee began to sing to the drow once again, and when she danced on Toril, under the silvery light of Selune. She would join the celebrations of her followers, of those who had stayed loyal to her in the darkest time and of the drow that they had brought into the light, filling their hearts with the deepest joy. With Eilistraee's every appearance, the knowledge of her return spread more and more, and so did the hope of a new beginning.*

*However, the goddess knew that with the end of the Sundering, like the other gods, she too would soon be forced to be more distant, and watch over her followers from afar (because that was Ao's will). Yet it was a time of challenge for her faith, the time to rebuild and strengthen, and*

*her guidance and protection were needed more than ever. So, from a beautiful moonstone, a strand of her own hair and beams of moonlight, Eilistraee crafted a wondrous harp imbued with her own magic--called Moon Maiden's Song by her drow--that would serve only them and those who shared their ideals. Through it, her Sword Dancers would provide the drow with needed help, and she would always be close to them.*

*The goddess appeared at the Ladystone, a sacred shrine in the depths of the Ardeep forest, where Qilué once used to lead the dances in her honor. There she trusted Leliana Vrinn and her fellow Sword Dancers with the instrument, so that it could bring her hope and guidance wherever it was needed the most. But with it came a mission: to restore the fallen Promenade and the portals that there converged, the same temple and safe passages that had led many drow to a new life, becoming a bastion of hope for the followers of the Dark Maiden.*

*Currently, Leliana and other Sword Dancers are working to rebuild all that was lost, but this is not an easy task: many are those who would rather see the Dark Maiden fail, her mother first among them. So, the Sword Dancers will gladly welcome all the help that is offered to them, and Moon Maiden's Song will guide the actions of all those who take their cause to heart and prove worthy of wielding such an artifact.*

### **Description**

*At first glance, this item appears as a simple, slender, tear shaped moonstone pendant. It is enveloped by a single, glowing silvery thread, weaved into sparse coils that draw a multitude of elegant arabesques on the smooth surface, also acting as a thin necklace. Only when near a true follower of the Dark Maiden or a kind-hearted bard, the artifact will reveal its true nature. A bright spark lightens the moonstone and animates it with magic. The gem then starts to float, while the glowing thread that envelops it springs to life. It unravels into thousands of thin, hair-like ribbons of moonlight attached to the moonstone, that dance, twist and move until a glowing form is defined, floating midair where the jewel was: the elegant frame of a harp of white-translucent force, with strings of pure light. A soft, moving melody, sung by a voice of unearthly beauty, can be heard for a brief moment: the song of Eilistraee herself.*

*Moon Maiden's Song can be worn as a necklace, and turns into its real form when commanded to do so as a bonus action (you don't need attunement for this, but you still have to meet the [requisites](#) to activate the magic of the instrument). The harp is made up of translucent force and moonlight, but can be normally played as a physical instrument. It appears in the form of a 6 ft high, 3 ft deep cross-strung harp (it has two sets of strings, one for "white" notes and one for "black" ones). It sheds bright light (of silvery, white, soft green, or white-blue color) within 10 ft, and dim light for another 10 ft. The harp floats, and if you move farther than 10 ft away without carrying the instrument, it unravels in a multitude of ribbons of moonlight to follow you (unless you command it not to, freely), and quickly takes its original form when you wish to play it.*

The sound of the instrument is perfect and crystalline, but its strings can also be plucked to produce a deeper and more vibrant sound (not unlike that of a piano). If you are attuned, when Moon Maiden's Song is played, the magic of Eilistraee can (if you wish) bring into being the sound of other instruments (including non-strings, and a wordless female drow voice) to accompany your performance. The magic automatically builds various layers of music (and chooses the instruments) based on the notes that you are playing and on the emotions and theme that you want the piece to carry. Unless you have a precise and vivid idea of the accompaniment that you want, this effect is not under your control and is created according to the Dark Maiden's



preference.

**Attunement:** In order to reveal the instrument's true form and attune to it, you must have Eilistraee as patron deity, be a good-aligned bard, or be a non-evil follower of Vhaeraun that is not working evil and that is serving the common cause shared by the sibling gods (the Dark Maiden allows this to honor the newfound friendship with her brother). You must also spend a short rest playing the instrument (by Eilistraee's magic, you know how to play the harp when holding this artifact). Your cause and what you fight for has to be vivid in your mind and inspire your melody (DC 17 Performance check). The instrument is not sentient, but has its own will. If you willingly perform an evil act, or fail to perform at least one act of kindness within the span of 10 days, you will lose the ability to use *Moon Maiden's Song* and the attunement to it. Afterward, you may attune again to the harp only if Eilistraee deems that you earned back the possibility to use of this artifact (it is up to the DM).

### Properties

*This wondrous instrument will lend its power to any child of the goddess, or any bard who serves a pure cause. When the right individuals touch the harp, their souls are filled with inspiration to create music. Their hands dance on the strings with grace granted by the Dark Maiden herself, while their minds instinctively feel the right notes to weave the most beautiful songs.*

**Proficiencies:** this artifact grants you proficiency with the harp. If you are already proficient, it allows you to add double your proficiency bonus to any Charisma (Performance) check to play string instruments. If you are not attuned, you can benefit from this anyway, but only for Performance checks to play *Moon Maiden's Song* (although you still need to meet the [requisites](#) needed to use the artifact).

**Detrimental properties:** *Moon Maiden's Song* has some detrimental properties, collateral effects that weren't intended or expected by Eilistraee when she crafted this instrument. Furthermore, the possibility to use this holy artifact comes with the price of performing a task given to you by the goddess.

- So beautiful is the goddess' song that fills the air around the harp, that you feel a dire need to listen to it. You also become addicted to the feeling of inspiration granted by the instrument. You have disadvantage on all attack rolls, skill checks and saving throws whenever the artifact is farther than 10ft from you.

- Lolth is certainly not pleased with her daughter's return. She will try to prevent Eilistraee and her followers from threatening her domain over the drow by any means. When you attune to *Moon Maiden's Song*, there's a 15% chance that Lolth will send a Balor servant to kill you and then destroy the artifact. Each month afterward, there's a 15% chance that the Balor will find you, if he hasn't before. If you defeat the Balor, each month there's a 15% chance that Lolth will send 1d3+2 Yochlol servants instead (all of this lasts until the attunement is ended). Zealous priestesses that become aware of the artifact may organize expeditions to wrest it from you (if, how and how often this happens depends on your campaign, and is up to the DM).

- Once you attune to this artifact, you receive a task assigned to you by Eilistraee (through a vision or dream, determined by the DM). If you choose to decline the task, you lose the attunement.

### Spellsong

*The music of this instrument is like no others, as it carries the power of the Spellsong. Its melody is capable of creating wonders and inspiring*

*deep emotions.*

When you use *Moon Maiden's Song* as a spell focus to cast the Charm Person, Suggestion and Mass Suggestion spells, your targets have disadvantage on their saving throw. The harp also grants you the ability to create a variety of magical effects (detailed below) by playing it

*Moon Maiden's Song* stores 15 charges of divine power, which can be expended by playing enchanted Spellsongs that carry powerful magical effects. It recovers 1d12+3 charges every new moonrise. The cost in charges of each effect is indicated at the end of its description.

Your Charisma is the spellcasting stat for all the effects, their saving throw DC is equal to 8+Proficiency bonus+Charisma bonus, and they can be dispelled as normal spells. Effects that consume 1 charge count as 3rd level spells for this purpose, increasing by one level for each charge above 1, up to 9th.

Whenever you want to use the harp, take an action and choose a Spellsong from those listed below. As part of the action, you play the harp and expend a number of charges to create one of the effects available for the Spellsong that you have chosen. The Spellsong "*Aria of Serenity*" allows you to invoke any combination of its effects as part of a single action. You can choose to play a different Spellsong on each of your turn, but doing so ends any effect that requires you to be actively playing a given Spellsong in order to be sustained.

**1) Aria of Serenity:** *A sweet, moving melody that builds on a recurring theme. Its notes call upon Eilistraee to protect you and your allies from harm, purify your bodies and spirits, and lighten the path to safety.*

- *Sanctuary* (as the spell) on up to 9 creatures within 30 ft and that can hear you. Your enemies have disadvantage on the saving throw against the effect of the spell. The chosen beings are surrounded by a dim silvery glow when under the effect of this magic, and any effect that causes constant damage or intense physical pain (such as being on fire, bleeding, or the *Symbol: Pain* spell) is ended. Lasts for up to 1 minute. (3 charges)

- Removes all Charm (including the *Geas* spell) and Fear effects, and all effects that cause despair, confusion or insanity in a creature (such as the *Confusion* and the *Symbol: Hopelessness, Insanity* spells) from up to 9 friendly creatures within 30 ft and that can hear you. They also automatically disbelieve any illusion that they perceive when this effect is invoked. (4 charges)

- Your music reduces the exhaustion level of up to 3 creatures of your choice by one, or ends one of the following conditions on your targets (you can choose a different one for each target): petrified, blinded, deafened, ability score reduction, maximum hit points reduction, cursed (including curses due to attunement to a cursed item), poisoned, diseased (including the effect of the *Contagion* spell). The targets must be within 30 ft from you and able to hear the song. If you use this effect to end the blinded or deafened conditions, the target doesn't need to hear you playing the harp. (4 charges per creature)

-You can cast the *Aura of Purity* spell. (2 charges)

- You invoke dancing beams of *Guiding Moonlight* that shed bright light within 20 ft and dim light for another 20 ft. These beams are guided by Eilistraee, and will show the safest path to a place that you choose when activating this property. If you don't choose any, the beams will guide you to the nearest place suited for hiding, or to the nearest secret



passage or active portal used by the followers of the goddess (if there are any within 5 miles). They guide you by moving up to your preferred movement speed along the path that the goddess wants you to take. This magic can also be commanded to seek inactive portals within 1 mile that were created with the magic of Eilistraee. If the moonlight meets one of the ends of an inactive portal, it will linger there, invisible (up to any time length, sustained by Eilistraee). Once both ends are infused with the magic, the portal will awaken. You don't need to be attuned to the artifact to use this, as long as you meet the [requisites](#) to make the instrument manifest to you. (0 charges; it cannot be dispelled. After you use this affect, you cannot use it again until 1 hour has passed)

- You can recreate the effects of a [Moon Path](#) spell, with some differences. The moonlight path that you create still connects two spots up to 150 ft from each other, but it doesn't have to be straight.

Any creature that is hostile to (or wants to hurt) those whom you have designated when producing this effect, must succeed a Wisdom saving throw with disadvantage, or be unable to cross or enter the ribbon.

At the beginning of each of your turns, you can choose to expend a bonus action to alter the shape and position of the path with continuity. The moonlight will unravel and rearrange as you wish to create a new path connecting two new extremes within 150ft from each other, but at least one of the extremes of the light ribbon must lie on the space previously occupied by it. Furthermore, the ribbon must remain unbroken. If there are creatures standing on a section of the path, the occupied portion of surface can't be moved (in short, this grants the possibility to move the path in any direction as you and your allies cross it).

This effect requires you to keep playing the *Aria of Serenity* (therefore requiring you expend an action each round), and lasts until one round has passed once you stop playing, with no upper time limit. (4 charges or more. For each extra charge expended, the maximum distance between the ends of the path increases by 30 ft and the number of affected allied creatures by 2)

**2) [Symphony of Creation](#):** *The touch of Eilistraee inspires you, and your song resonates with the melody of creation and life, the cadence of the Multiverse itself. Your notes can heal the deepest wounds, shape matter like a sculptor's chisel, or command light to paint vivid images of life.*

- You cast the *Mass Cure Wounds* spell. The targets must be able to hear you. (3 charges or more, up to 7. For each extra charge expended, the amount of hit points restored increases by 1d8)

- You recreate the *Regenerate* effect (as the spell) on one creature within 30 ft that can hear the song. (5 charges)

- You cast the *Fabricate* spell. You can also fabricate items that require a high degree of craftsmanship, as if you were proficient with the artisan tools required to craft such items. (3 charges)

- Your music reproduces the *Telekinesis* spell effect, but it can only affect inanimate objects within reach (even multiple objects at once), up to 1500 pounds of overall weight. (3 charges or more. You can add 500 pounds of maximum lifted weight for each extra charge)

- You can cast the *Major Image* spell. (1 charge; 4 charges to make the image permanent).

Alternatively, you make beams of Moonlight spring to life and dance within a 60 ft radius, 90 ft height cylinder. Its center may be located within 120 ft from you, or be centered on the harp and move with it. As long as you keep playing *Moon Maiden's Song*, you can order the moonlight to weave a powerful illusion. It can be as simple as swirling motes of light, a single object or creature, or a complex, life-like scenario (that occupies up to the volume of this effect), complete with appropriate sounds, smells and temperature. For example, you could create the illusion of a forest lit by the moonlight and a starry night sky, the sensation of a night breeze, travelers by a campfire, and so on. You can also recreate any musical piece, even if played by other instruments other than a harp (or a drow voice)--the melody that you are playing to cast the spell is silenced, if you so wish.

You cannot deal damage with the illusion, and physical interaction with the images reveals that they are not real, as things pass through them. A creature can take an Intelligence (Investigation) check with disadvantage to disbelieve.

The illusion is dynamic, and can recreate movements and scenes that play as you wish. At the beginning of each of your turns, you can choose to expend a bonus action to change it as you see fit, or move the whole illusion within range. The images and related sensory effects can be changed in a way that seems natural for the recreated scene (like the *Major Image* spell). For example, in the previously mentioned forest, you could create the illusion of a conversation between the travelers, of moving animals and so on. You can also choose to completely undo and rebuild the illusion. In that case, the moonlight will unravel in thousands of strands of light, and then recombine to create the new effect. Any creature that sees this automatically succeeds the check to disbelieve.

Once per use of this effect, as a bonus action, you can also choose one inanimate, non-magical object that is part of your illusion and make it real (as the *Illusory Reality* feature). You can choose another object if you decide to change the illusion in a way that makes the first object disappear.

This effect requires you to keep playing the *Symphony of Creation* (therefore requiring you expend an action each round), and lasts until one round has passed once you stop playing, with no upper time limit. (You can create purely aesthetic effects of light play, of sound and music at the cost of 0 charges. They count as a 1st level spells. Any other effect consumes 6 charges)

**3) [Serenade of Rapture](#):** *You play an alluring melody that entrances all who hear it, its beauty so deep that no creature can resist. Or you weave a frenetic and passionate rhythm: those who hear it become raptured, and start dancing with such abandon to forget everything else.*

- Your music affects up to 12 creatures within 60 ft from you and that can hear you. They must make a Wisdom saving throw at disadvantage, or be charmed (as per the *Charm Person* spell), even if they are normally immune to this effect. This lasts for 1 hour. (4 charges)

- You cast the *Mass Suggestion* spell. Your enemies have disadvantage on their saving throws, and can be affected by the suggestion even if they can't normally be charmed. (4 charges)

- As an action, you can play a song that affects up to 6 enemies within 30 feet from you that can hear you. They must take a Wisdom saving throw at disadvantage, or be affected by *Otto's Irresistible Dance*, even if they are normally immune to be charmed (they also have disadvantage on their saving throws to end the spell). (7 charges)



**4) Hymn of Valor:** *A powerful, majestic song that fills the souls of your allies with joy and determination, dispelling fear, suffering and sadness.*

- As an action, you can fill up to 6 allied creatures within 30 ft from you with energy and joy. The burst of energy gives them advantage on all attack rolls, skill checks and saving throws, and all weapon damage rolls automatically return the maximum result. They also immediately take a saving throw to end any Fear and Charm effect that is affecting them--or any effect that causes them to give in to despair (like the *Symbol: Hopelessness* spell)--. The saving throw must be of the appropriate stat, and the DC is that of the spell or effect. This Spell song requires concentration to be sustained, and lasts up to 1 minute. (2 charges, plus 1 charge per extra affected creature beyond the first)

**5) Toccata of Grace:** *A lively, elegant yet very intense music, with a fast paced rhythm. It innervates the bodies of your allies and makes adrenaline rush in their blood, infusing their every movement with extraordinary vitality and grace.*

- *Haste* (as the spell) on up to 6 allied creatures within 30 ft from you and that can hear you. This effect requires concentration to be sustained, and lasts up to 1 minute. (1 charge per creature)

- *Freedom of Movement* (as the spell) on up to 6 allied creatures within 30 ft from you and that can hear you. This effect lasts 1 hour. It also ends the restrained, prone, grappled, stunned, incapacitated and paralyzed conditions on all targets. The recipients of the spell become proficient in all Dance and Acrobatics-related checks (1 charge per creature).

**6) Song of Fury:** *An explosion of sounds erupts as you play a rich, vibrant and fierce piece. The music makes blades of sound and bolts of moonlight dance in the air to strike your enemies, or form a sword of pure light to serve as your weapon.*

- As an action, you can cause thunder and radiant damage within a 60 ft cone, or within 30 ft from you. Every creature that you choose within the area takes 5d6 radiant damage and 5d6 thunder damage and is shoved to the edges of the area. A successful Dexterity saving throw halves all damage and denies the other effect. (3 charges or more, up to 7. For each extra charge expended, you may add 1d6 extra radiant or thunder damage).

- *Moonsword:* as an action, the harp can be played to conjure a longsword of magical, tangible silvery light with the "Dancing" property. It works like a normal longsword, but you (or anyone you choose to wield it) have proficiency with it even if you normally don't, and use the highest between your Charisma and Dexterity modifiers (instead of Strength) for attack and damage rolls. This weapon deals radiant damage (instead of slashing), and all attack and damage rolls made with it have a +1 bonus (+2 against fiends). It sheds light like *Moon Maiden's Song*, and lasts as long as you concentrate, for up to 1 hour (5 charges; at 7 charges the bonus becomes +2/+3 against fiends).

**7) Dark Maiden's Guidance:** *As you play an enchanted, mystic tune, Eilistraee provides the guidance and answers that you seek.*

You don't need attunement for this feature, but you must still meet the [requisites](#) to activate the magic of the harp.

- You can cast the *Commune* spell, but as an action. Eilistraee is the deity who answers to your questions, even if she is not your patroness, and

she will provide answers in her (and her followers') best interest. The goddess can answer to your questions with a short phrase. (0 charges; cannot be dispelled. After you cast this spell, you cannot do it again until 8 hours have passed).

- After playing *Moon Maiden's Song* for at least 10 minutes, you can replicate the magic of a Grand Chorus (see the main document). You bring to life beams of magical moonlight (whose intensity increases with the emotion in your performance) that will radiate away from your location and in every direction, traveling for up to 1000 miles, as long as you keep playing. If the conjured light touches real moonlight (or an active Moonspring Portal), you become aware of the locations where this happens, and can choose to see one of said spots as if you were in its space (like the *Clairvoyance* spell). You may choose to watch a different spot every minute. The spell also detects the general area (10 miles radius) where an inactive Eilistraean portal lies. At any time, you and up to eight willing creatures can be transported along a web of moonlight to one of the places that you decided to watch (or to an active Moonspring portal), as a *Teleport* spell, but without chance of mishap. Doing so ends the spell. (6 charges)

- As an action, you can cast the *Passwall* spell. (3 charges)

#### **Destroying the artifact**

A *Sphere of Annihilation* can destroy this artifact.

If offered as a sacrifice to the Spider Queen, *Moon Maiden's Song* will be either destroyed or corrupted, and the magic that Eilistraee has poured into it either absorbed by Lolth, or twisted according to her will. If the latter happens, the harp won't receive any major change, as Lolth will try to use it as a tool for her agents and to deceive her enemies. A DC 21 Arcana or Religion check reveals the corruption. Followers of Eilistraee have advantage on this check.

The changes to the corrupted *Moon Maiden's Song* are:

-The artifact will react and show its true form to anyone Lolth wishes, no matter which alignment.

-Upon attuning with the artifact, Lolth will place a *Geas* on the owner (as the spell, but cannot be ended by normal means such as *Greater Restoration*, or by the powers of the harp), commanding them to perform a task. As part of the *Geas*, they will not be able to inform anyone, in any way, that they received the task by Lolth (assuming that they manage to understand that), and will be obliged to say that they are following Eilistraee's will.

-The Dark Maiden will sense that her gift to her children has been corrupted (although its position will be hidden to her by Lolth's magic), and will send visions to her Sword Dancers to inform them. Given the extraordinary situation, she will also be granted by Ao the possibility to act through a physical manifestation. It uses the same stats of an *Empyrean*, but has the goddess' normal appearance and behavior (see the "Dark Maiden" sidebar in the main document).

After a creature attunes to the corrupted *Moon Maiden's Song*, there's a 10% chance that the manifestation of the goddess will sense and find them. If she does, she will brief them on the situation. If diplomacy fails, she will use any means to recover the artifact, in order to purify it (this doesn't necessarily lead to the death of the owner, depending on the goddess' judgment). If Eilistraee doesn't find the new owner the first time, each month afterward there's another 10% chance of it happening (until the attunement is ended).



-The owner can play the harp to [cast \*Commune\*](#) even if they don't have Eilistraee as patron deity. When they do, Lolth will answer to their questions as she wishes. If they are not one of her agents, she will pose as her daughter, trying to be subtle with her answers in order to deceive them. They can take a DC 17 Wisdom (Insight) check to understand the ploy (followers of Eilistraee have advantage on this check).

-The owner can play the [Aria of Serenity](#) to create the [Guiding Moonlight](#) effect, even if they don't have Eilistraee as patron deity, or don't serve her cause. The effect functions normally, but with some differences. If the effect is created by followers of the Dark Maiden, the lights will lead them along a path chosen by Lolth (which may still be the safest one to the expressed destination). If there is an Eilistraean portal within 5 miles, the lights will lead there and will activate the portal (if originally dormant). If Lolth wishes, they will also corrupt an active (or freshly activated) portal, either by destroying it, or by changing its destination to the nearest temple of Lolth, the Demonweb Pits, or another place chosen by the Spider Queen. In the latter cases, the activation can occur even if only one of the ends of the portal has been touched by the harp's magic. A successful DC 18 Intelligence (Arcana) check reveals the corruption. Followers of the Dark Maiden have advantage on this check, and there's a 1/3 chance that Eilistraee will become aware of her mother's deception: she will send them (or anyone who might use the portal) warning visions, and (if the DM wishes so) direct her physical manifestation to the location of the portal.