

## Ivy the Rabbit Slayer

CHARACTER NAME

BACKGROUND

Norn (Owl)

SPECIES

Druid

CLASS

Circle of Stars

SUBCLASS



ARMOR CLASS

19

SHIELD

HIT POINTS

67

CURRENT

HIT DICE

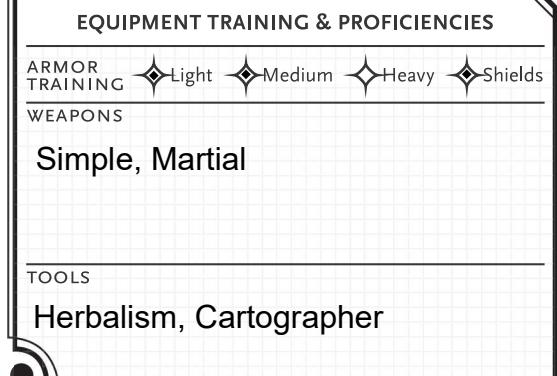
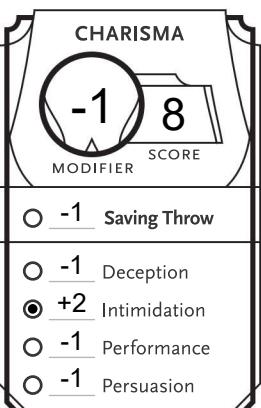
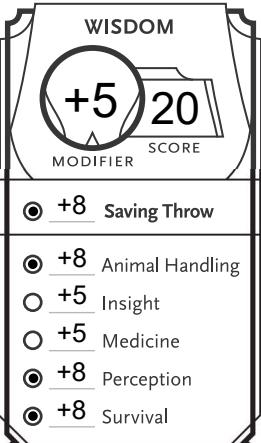
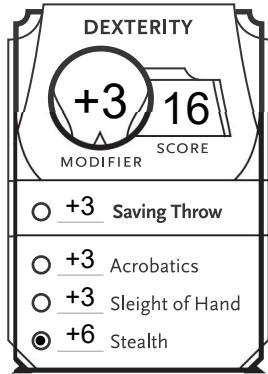
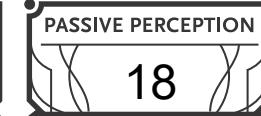
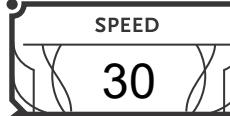
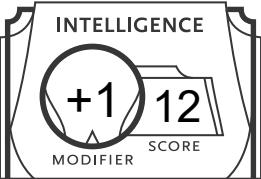
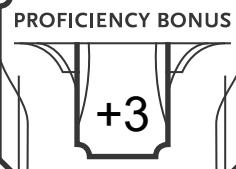
1 / 8d10

MAX

DEATH SAVES



## DUNGEONS &amp; DRAGONS®



## WEAPONS &amp; DAMAGE CANTRIPS

Name

Celestial Slicer

Atk Bonus / DC

+1

Damage &amp; Type

1d4 slashing + 1d6 radiant

Notes

CELESTIAL SLICER (DORMANT)

Weapon, Legendary requires attunement by a member of the Ascalon Vanguard  
Simple weapon, melee weapon

GW

Major tier

1d4 Slashing

Light

This silver-bladed sickle glimmers softly with moonlight. When looking at the reflection on the blade you can see the night sky.  
'Lead through actions, not words!' is inscribed on the silver blade.

You can use the *Celestial Slicer* as a spellcasting focus for your spells while attuned to it.

You can use the *Celestial Slicer* as a star map while attuned to it.

Dormant. While the *Celestial Slicer* is in a dormant state, you gain the following benefits:

- You gain a +1 bonus to attack rolls made with this magic weapon.
- You gain a +1 bonus to spell attack rolls and the saving throw DCs of your spells.
- When you hit with an attack using this weapon, the target takes an extra 1d6 radiant damage.

• When you make a ranged spell attack roll against a creature, you can target one additional creature and make a second attack roll against it. You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.

Mastery: Nick. When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

## CLASS FEATURES

## Druidic

## Primal Order: Warden

## Spellcasting

## Wild Companion

## Wild Shape

## Star Map (Celestial Slicer)

## Starry Form

## Wild Resurgence

## Cosmic Omen

## Elemental Fury: Potent Spellcasting

## 3x Twin Spell (reset: LR)

## 3x Guiding Bolt

3x Wild Shape  
1x Totem (Owl)

## 3x Omen (reset: LR)

## SPECIES TRAITS

Menacing  
Cold Climate Adaptation  
Become your Totem (Owl)  
Owl's Wisdom (+d4, if fail)

## FEATS

Alert (Initiative Switch)  
Omen of Prophecy

## TOOLS

Herbalism, Cartographer

# Intelligence

SPELLCASTING ABILITY

**+5** SPELLCASTING MODIFIER

**17** SPELL SAVE DC

**+9** SPELL ATTACK BONUS



D&D

SPELL SLOTS					
LEVEL 1	Total 4	Expended 0	LEVEL 4	Total 2	Expended 0
LEVEL 2	Total 3	Expended 0	LEVEL 5	Total 0	Expended 0
LEVEL 3	Total 3	Expended 0	LEVEL 6	Total 0	Expended 0
			LEVEL 7	Total 0	Expended 0
			LEVEL 8	Total 0	Expended 0
			LEVEL 9	Total 0	Expended 0

## CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
0	Starry Wisp	A	60 ft	◆ C ◆ R ◆ M	ranged spell attack
0	Shape Water	A	30 ft	◆ C ◆ R ◆ M	
0	Spare the Dying			◆ C ◆ R ◆ M	
2	Augury	ritual		◆ C ◆ R ◆ M	
3	Revivify	A		◆ C ◆ R ◆ M	gem
1	Veil of Dusk	BA	60ft.	◆ C ◆ R ◆ M	+1 AC ADV stealth
1	Jump			◆ C ◆ R ◆ M	
1	Longstrider			◆ C ◆ R ◆ M	
2	Enlarge / reduce	•		◆ C ◆ R ◆ M	
2	Pass w/o trace	•		◆ C ◆ R ◆ M	
2	Heal Party	A	300 ft.	◆ C ◆ R ◆ M	regain 1d4+5 HP (7+14)
2	Find traps	A	120 ft	◆ C ◆ R ◆ M	
3	Globe of Twilight	A	Self	◆ C ◆ R ◆ M	
4	charm Animal			◆ C ◆ R ◆ M	
4	Phoenix	A	120 ft	◆ C ◆ R ◆ M	ranged, AoT, saving throw
	enhance ability	•		◆ C ◆ R ◆ M	
	aktuelle spells sind in PDF markiert			◆ C ◆ R ◆ M	
	in PDF markiert	•		◆ C ◆ R ◆ M	

## APPEARANCE

CP	SP	EP	GP	PP
V	V	V	V	V

## BACKSTORY & PERSONALITY

capture spells for 25 GP per lvl  
(starting with 0)

4 HP  
2 greater HP  
2 diamonds

Alignment

1 mind crystal

(can cast 1 spell with Action without using 2 Somatic components)

## LANGUAGES

Common, Druidic, Ascalonian

## EQUIPMENT

Ring of Mind Shielding:

- immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type; creatures can telepathically communicate with you only if you allow it
- Action: ring becomes invisible until you use another action to make it visible, until you remove the ring, or until you die
- If I die, my soul enters the ring (or I can choose to depart for the afterlife); as long as my soul is in the ring, I can telepathically communicate with any creature wearing it (can't be prevented)

Lord Commander's Badge:

- Action: issue a bellowing command clearly audible to all creatures within 300 feet of you. When you do, you may choose up to 12 allies you can see who can hear the command. Those allies each gain 20 temporary hit points. While these temporary hit points remain, those allies gain advantage on attack rolls and saving throws. (once per LR)

Magic Item Attunement

◆ Celestial Slicer

◆ Ring of Mind Shielding

◆ Lord Commander's Badge

## COINS

CP	SP	EP	GP	PP
V	V	V	V	V

SPELLCASTING ABILITY	SPELLCASTING MODIFIER	SPELL SAVE DC	SPELL ATTACK BONUS
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PHB Spell CANT

Level Name  
0 Shape Water  
0 Mending

1 Longstrider

2 Enlarge/Reduce  
2 Enhance Ability

2 Pass without

4 Freedom of Movement!

### FREEDOM OF MOVEMENT

Level 4 Abjuration

Casting Time: Action

Range: Touch

Components: V, S, M (a leather strap)

Duration: 1 hour

You touch a willing creature. For the duration, the target's movement is unaffected by Difficult Terrain, and spells and other magical effects can neither reduce the target's Speed nor cause the target to have the Paralyzed or Restrained conditions. The target also has a Swim Speed equal to its Speed.

In addition, the target can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature imposing the Grappled condition on it.

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Oswald hat Key für transsleum

Confessor Dorian hat uns den Auftrag gegeben, nach Oswald zu suchen

Ship's Speed  
14 days

side mission  
apothecary von meiner grannie

## Downtime in Lion's Arch

① Grandma

② Thief's Tools lernen  
→ +2 auf Check,  
das zu lernen

③ Amphi suchen

④ Werbung für Nicolas

Ship from Corinth vom Serpent Clan

→ Aurora left the clan, she has a spear from the clan  
friend was auch im clan

Auroras Captain Lexus (Aurora's enemy)

Elder Reya

Lord Khobay

proud demeanor  
loose clothing, red/black  
blond hair, goatee

lives in Palace

Oska Viver Khilborn who this is  
↳ Lord Khobay  
Wh high up, renowned fighter,  
orange tunic.  
Lady Khobay left him & disappeared  
(alive?)  
he is Lord through his ex-wife

Khobay: Aurora muss ihn bekämpfen für

den Feuerdagger

Goal: recruit crew  
sail to transsleum  
get the scepter  
↳ gegen Untote

Boot ist unsere Bastion

→ facilities einrichten

→ Renovierungsideen?

Khobay

Locate Object

Teleport

→ scrolls King Jaden  
(für Deyha)

→ Dagger

Paper (Foyer): Priests of Balthasar  
no longer follow Gods  
you'll be missed as a  
member of..."

Guard Room: Uniforms im Regal  
(10)

Brunnen draußen 60 feet til water

Library: Book "The History of Tyria"

+ Bücher von Dwayna + Balthasar

Fiction

1 Buch: Resurrection → Underworld

Name Guard Ay Hashem (others in WA)

+ Guard Room

Storage room techk Wand Halfway

up Symbol of Dwayna / Balthasar

LP Invisible keyholes

berüben + pass phrase/item

(identify)

(arcana check)

DIVERSION überlegen

Wildshapes überlegen

→ mit sending spell  
an Guard Thontoldchen  
& ihm weglocken

spell "enhance ability" (2nd lvl) für Daniels

Schwert in meine Liste packen

Lady Khobay's diary

(unter ein well + some diamonds)

- a long time ago (before clear invasion)

- fighter in SW

- Haus gebaut; Zimmer, in dem Dwayna (sic) & Balth. (or) aufdeckt werden können

- sie hat King Jaden lieb getötet

- verliebt, glücklich

- Vermutung: Khobay ist jealous, dass sie King war & er nur by proxy Lord

↳ sie wollte keine Kinder mehr;

- supposed meeting between Khobay + white-clad

demonic presence

2 days after: WM claimed that King Jaden had fled the country

Khobay converted: no more Balthasars, now the Unseen Gods of the WM

- section in code → Bauen des Hauses

↳ Zugang zu den Worship Rooms

hand + pass phrase

Captain knows me now!

magic item "head of disguise" (for future missions)

→ kill guard?

offer job as crew member?

# TIERE

## 8 Formen

**FLYING SNAKE**  
Tiny Beast, Unaligned

Challenge 1/8 (25 XP) Proficiency Bonus +2

Armor Class 14  
Hit Points 5 (2d4)  
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses Blindsight 10 ft., Passive Perception 11  
Languages --

**Traits**

**Flyby.** The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Actions**

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1 piercing damage plus 7 (3d4) poison damage.



### Description

A flying snake is a brightly colored, winged serpent found in remote jungles. Tribespeople and cultists sometimes domesticate flying snakes to serve as messengers that deliver scrolls wrapped in their coils.

Monster Tags: MISC CREATURE

**STIRGE** MM'25 p299

Tiny Monstrosity, Unaligned AC 13 Initiative +3 (13)

HP 5 (2d4)  
Speed 10 ft., Fly 40 ft.

STR	MOD	SAVE	DEX	MOD	SAVE	CON	MOD	SAVE
4	-3	-3	16	+3	+3	11	+0	+0
2	-4	-4	8	-1	-1	6	-2	-2

Senses Darkvision 60 ft., Passive Perception 9  
Languages --  
CR 1/8 (XP 25; PB +2)

**ACTIONS**

**Proboscis.** Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Piercing damage, and the stirge attaches to the target. While attached, the stirge can't make Proboscis attacks, and the target takes 5 (2d4) Necrotic damage at the start of each of the stirge's turns.  
The stirge can detach itself by spending 5 feet of its movement. The target or a creature within 5 feet of it can detach the stirge as an action.

**Habitat:** Desert, Forest, Grassland, Hill, Mountain, Swamp, Underdark, Urban

↗ Stech-mücke

**GIANT EAGLE** Challenge 1 (200 XP) Proficiency Bonus +2

Large Beast, Neutral Good

Armor Class 13  
Hit Points 26 (4d10 + 4)  
Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4  
Senses Passive Perception 14  
Languages Giant Eagle, understands Common and Auran but can't speak them

**Traits**

**Keen Sight.** The eagle has advantage on Wisdom (Perception) checks that rely on sight.

**Actions**

**Multattack.** The eagle makes two attacks: one with its beak and one with its talons.  
**Beak.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.  
**Talons.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Giant Octopus  
War Horse  
Giant Ape  
Crab  
Brown Bear

SPELLCASTING ABILITY
SPELLCASTING MODIFIER
SPELL SAVE DC
SPELL ATTACK BONUS



SPELL SLOTS					
	Total	Expended		Total	Expended
LEVEL 1	_____		LEVEL 4	_____	
LEVEL 2	_____		LEVEL 5	_____	
LEVEL 3	_____		LEVEL 6	_____	
LEVEL 7	_____		LEVEL 8	_____	
LEVEL 9	_____				

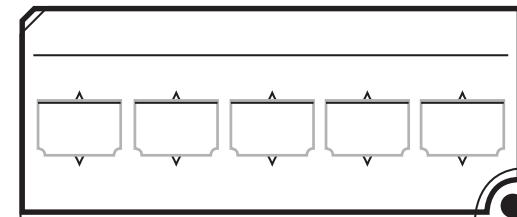
## CANTRIPS & PREPARED SPELLS

## Additional Spell Notes

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## **Additional Spell Notes**



SPELLCASTING ABILITY
SPELLCASTING MODIFIER
SPELL SAVE DC
SPELL ATTACK BONUS



SPELL SLOTS			
	Total	Expended	
LEVEL 1	_____		
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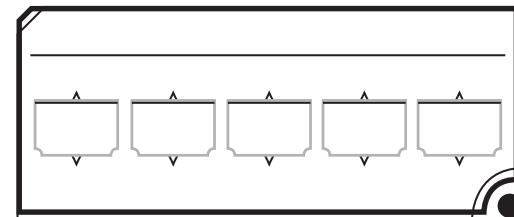
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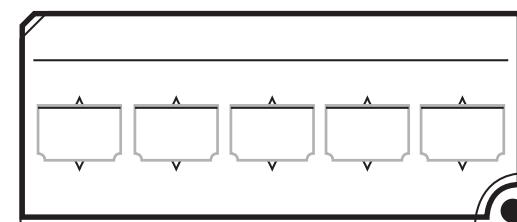
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LEVEL 1	_____		LEVEL 4	_____	
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LEVEL 9	_____				

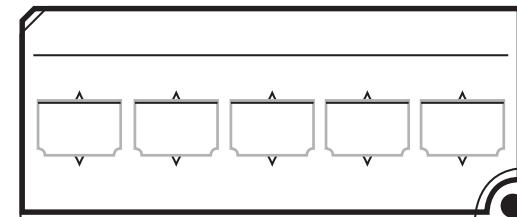
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SPELLCASTING ABILITY
SPELLCASTING MODIFIER
SPELL SAVE DC
SPELL ATTACK BONUS



SPELL SLOTS			
	Total	Expended	
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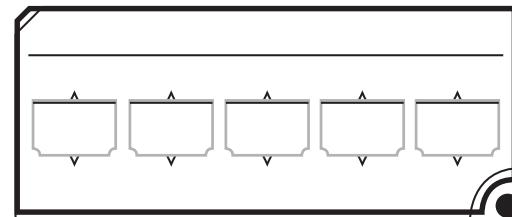
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SPELLCASTING ABILITY
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