

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 & DRAGONS®

PROFICIENCY BONUS
+3

INTELLIGENCE
+1 12
MODIFIER SCORE

INITIATIVE
+5

SPEED
30

SIZE
Medium

PASSIVE PERCEPTION
18

STRENGTH
-1 9
MODIFIER SCORE
-1 Saving Throw
-1 Athletics

○ +4 Saving Throw
○ +1 Arcana
○ +1 History
○ +1 Investigation
○ +1 Nature
○ +1 Religion

INITIATIVE
+5

SPEED
30

SIZE
Medium

PASSIVE PERCEPTION
18

DEXTERITY
+3 16
MODIFIER SCORE
+3 Saving Throw
+3 Acrobatics
+3 Sleight of Hand
+6 Stealth

WISDOM
+5 20
MODIFIER SCORE
+8 Saving Throw
+8 Animal Handling
+5 Insight
+5 Medicine
+8 Perception
+8 Survival

Druidic
Primal Order: Warden
Spellcasting
Wild Companion
Wild Shape
Star Map (Celestial Slicer)
Starry Form
Wild Resurgence
Cosmic Omen
Elemental Fury: Potent Spellcasting

CLASS FEATURES

3x Twin Spell (reset: LR)**3x Guiding Bolt****3x Wild Shape**
1x Totem (Owl)**3x Omen (reset: LR) +1d6**

CONSTITUTION
+3 16
MODIFIER SCORE
+3 Saving Throw

CHARISMA
-1 8
MODIFIER SCORE
-1 Saving Throw

HEROIC INSPIRATION
◆

HEROIC INSPIRATION
◆

SPECIES TRAITS

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

FEATS

Alert (Initiative Switch)
Omen of Prophecy

1 level of exhaustion

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

WEAPONS

Simple, Martial

TOOLS

Herbalism, Cartographer

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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AUGURY

Level 2 Divination

Casting Time: 1 minute or Ritual

Range: Self

Components: V, S, M (specially marked sticks, bones, cards, or other divinatory tokens worth 25+ GP)

Duration: Instantaneous

You receive an omen from an otherworldly entity about the results of a course of action that you plan to take within the next 30 minutes. The DM chooses the omen from the Omens table.

Omens

For Results That Will Be...

Omen	Good
Weal	Good
Woe	Bad

Weal and woe	Good and bad
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Indifference	Neither good nor bad
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The spell doesn't account for circumstances, such as other spells, that might change the results.

If you cast the spell more than once before finishing a Long Rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer.

WINDBORNE SPEED

Level 1 Enchantment

Casting Time: Action

Range: 90 feet

Components: V, S, M (a quill)

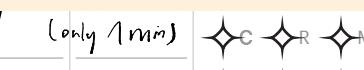
Duration: 1 minute

Enchantment

Imbue a creature with the speed of the wind.

Choose one friendly creature that you can see within range. For the duration, the target's speed is increased by 33%.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.



FREEDOM OF THE WAVES

TDCSR p176

Level 3 Conjunction

Casting Time: Action

Range: 120 feet

Components: V, S, M (a strand of wet hair)

Duration: Instantaneous

You conjure a deluge of seawater in a 15-foot-radius, 10-foot-tall cylinder centered on a point within range. This water takes the form of a tidal wave, a whirlpool, a waterspout, or another form of your choice. Each creature in the area must succeed on a Strength saving throw against your spell save DC or take 2d8 bludgeoning damage and fall prone. You can choose a number of creatures equal to your spellcasting modifier (minimum of 1) to automatically succeed on this saving throw.

If you are within the spell's area, as part of the action you use to cast the spell, you can vanish into the deluge and teleport to an unoccupied space that you can see within the spell's area.

ENLARGE/REDUCE

PHB'24 p268

Level 2 Transmutation

Casting Time: Action

Range: 30 feet

Components: V, S, M (a pinch of powdered iron)

Duration: Concentration, up to 1 minute

For the duration, the spell enlarges or reduces a creature or an object you can see within range (see the chosen effect below). A targeted object must be neither worn nor carried. If the target is an unwilling creature, it can make a Constitution saving throw. On a successful save, the spell has no effect.

Everything that a targeted creature is wearing and carrying changes size with it. Any item it drops returns to normal size at once. A thrown weapon or piece of ammunition returns to normal size immediately after it hits or misses a target.

Enlarge. The target's size increases by one category—from Medium to Large, for example. The target also has **Advantage** on Strength checks and Strength saving throws. The target's attacks with its enlarged weapons or Unarmed Strikes deal an extra **1d4** damage on a hit.

Reduce. The target's size decreases by one category—from Medium to Small, for example. The target also has **Disadvantage** on Strength checks and Strength saving throws. The target's attacks with its reduced weapons or Unarmed Strikes deal **1d4** less damage on a hit (this can't reduce the damage below 1).

PHB'24 p244

ritual

SHAPE WATER

Transmutation Cantrip

Casting Time: Action

Range: 30 feet

Components: S

Duration: Instantaneous or 1 hour (see below)

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

MENDING

PHB'24 p297

LONGSTRIDER

PHB'24 p293

Level 1 Transmutation

Casting Time: Action

Range: Touch

Components: V, S, M (a pinch of dirt)

Duration: 1 hour

You touch a creature. The target's Speed increases by 10 feet until the spell ends.

to such an object.

CREATE OR DESTROY WATER

PHB'24 p258

Level 1 Transmutation

Casting Time: Action

Range: 30 feet

Components: V, S, M (a mix of water and sand)

Duration: Instantaneous

You do one of the following:

Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot Cube within range, extinguishing exposed flames there.

Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot Cube within range.

Using a Higher-Level Spell Slot. You create or destroy 10 additional gallons of water, or the size of the Cube increases by 5 feet, for each spell slot level above 1.

GOODBERRY

PHB'24 p280

Level 1 Conjuration

Casting Time: Action

Range: Touch

Components: V, S, M (a sprig of mistletoe)

Duration: 24 hours

Ten berries appear in your hand and are infused with magic for the duration. A creature can take a **Bonus Action** to eat one berry. Eating a berry restores 1 Hit Point, and the berry provides enough nourishment to sustain a creature for one day.

Uneaten berries disappear when the spell ends.

GUST OF WIND

PHB'24 p282

Level 2 Evocation

Casting Time: Action

Range: Self

Components: V, S, M (a legume seed)

Duration: Concentration, up to 1 minute

A Line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the duration. Each creature in the Line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the Line. A creature that ends its turn in the Line must make the same save.

Any creature in the Line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a **Bonus Action** on your later turns, you can change the direction in which the Line blasts from you.

Oswald hat Key für Mausoleum

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

Ship's Speed
14 days

side mission
apotheke von mein grannie

Ship from Cantha vom Serpent Clan

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

Ambush Captain Lexus (Aurora's enemy)

Elder Reya

Khobay: Aurora muss ihn bekämpfen first
den Feuerdagger

Goal: recruit crew
sail to Mausoleum
get the scepter

↳ gegen Untote.

Downtime in Lion's Arch

① Grandura

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

③ Amphi suchen

④ Werbung für Nicolas

Lord Khobay

proud demeanor

loose clothing red/black

blond hair, goatee

lives in Palace

old Visser Khilborn who has

been taken up, renamed fighter,

orange bikini

Lady Khobay left him & disappeared

(alive?)

he is Lord through his wife

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)

Brummen draufen 60 feet til water

Library: Book "The History of Tyria"

+ Bücher von Dwayna + Balthasar
Battles GW
Fiction

1 Buch: Resurrection + Underworld

Name Guard Ay Hashemi (others in WA)

+ Guard Room

Storage room Techic Wand Hallway

up Symbol of Dwayna / Balthasar

LP invisible keyholes

berühren + pass phrase/item

(identify Arcana check)

Diversion überlegen

Wildshapes überlegen

mit sending spell

den Guard frontal attack

& ihn weglocken

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

Schwert in meine Liste packen

Lesli Buch sehr magisch

GROUP 1: Ivy + Fare + Ay

→ Check out Temple of the Ages

(Wir brauchen 3 Tage für 200 km)

UNREALISTIC

wir treffen uns am Ufer südlich vom

Temple of the Ages

Communication via sending stones

Mag Malagueire würde uns planen schaffen

→ wir brauchen ein attachment rod für die plane, & woher zwische

CRYPT

Undead

treffen 2 leaders von der Shining Blade

Daniel

Meeting point:

Sanctum Kray Harbour City

(central trading ground)

→ we meet up on the ship

Bretherhood: Shiverpeaks

↳ wants Shining Blade (Salma)

→ have the Scepter

WU ist Runic in Balthasars Plane?

Watch-Keibentfolge:

Ay, Fare, Ivy

Crystal dragon

in direction of

the Shiverpeaks /

Ascalon

locate creature?

within 1000 feet

(no land between us)

Storm, we wait in a cave

Ay teaches us some Canthan words

can planetshift (Cromancer)

evenia / linay / macyus

= 3 leaders of Shining Blade

→ we could ask them about the dragon

Temple of the Ages:

area with statues

5 God statues for 5 human Gods

↳ Salma: from Shining Blade,

knows Fare

Sword mission: we gotta be prepared

• bring someone who's close to Balthasar

↳ previous God of death

Underworld: "Dhuum" rules there

→ Gruuth captured Duum but the bones

withered

in Dhuum

7 reapers (you could talk to them)

Desmina: leads people to state of Gruuth

(first follower)

Balthasar's plane

• lava rivers, stuff is on fire

• acid forests etc, native wildlife

• shadow army (demons) → Menzies (half brother)

vs. eternals (Celestials) → Balthasar

WAR

↳ high level spells: poss. to contact them

(sending also works if you have a contact)

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	
LEVEL 1	_____		
LEVEL 2	_____		
LEVEL 3	_____		
LEVEL 4	_____		
LEVEL 5	_____		
LEVEL 6	_____		
LEVEL 7	_____		
LEVEL 8	_____		
LEVEL 9	_____		

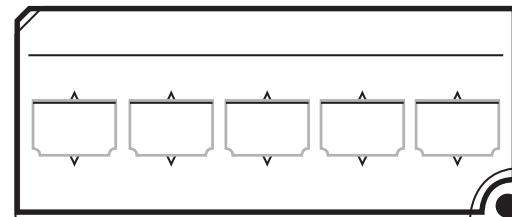
CANTRIPS & PREPARED SPELLS

Additional Spell Notes

Additional Spell Notes

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SPELLCASTING ABILITY
SPELLCASTING MODIFIER
SPELL SAVE DC
SPELL ATTACK BONUS



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	Total	Expended	
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LEVEL 2	_____		
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LEVEL 6	_____		
LEVEL 7	_____		
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LEVEL 9	_____		

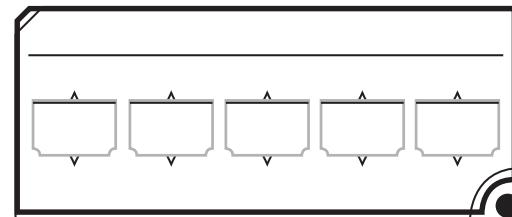
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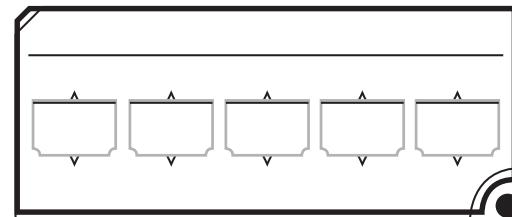
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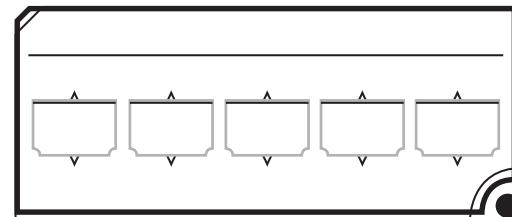
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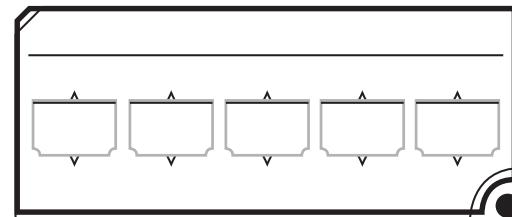
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