

# Kamiron's Grimoire

Christiaan Verhoef



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# Chapter 1

## Kamiron's Grimoire

This tome contains:

- Character Sheet
- Cantrips
- Level 1 Spells
- Level 2 Spells
- Level 3 Spells
- Level 4 Spells



## Chapter 2

### D&D 5e Character Sheet: Kamiron (Moon Druid, Level 8)





## Chapter 3

### Links

Wild shapes <https://rpgbot.net/dnd5/characters/classes/druid/wild-shape/>

Wild shape guide [https://rpgbot.net/dnd5/characters/classes/druid/wild-](https://rpgbot.net/dnd5/characters/classes/druid/wild-shape/)

shape/ Druid Overview <https://dnd5e.wikidot.com/druid> Spell list <https://dnd5e.wikidot.com/spells:druid>

14 piecing



# Chapter 4

## Character Overview

Character Name	Class & Level	Background	Player Name	Race	Alignment	Experience
Kamiron	Druid 8 (Circle of the Moon)		Kamiron	Aarakocra	Neutral Good?	



## Chapter 5

# Abilities & Saving Throws

Ability	Score	Modifier	Saving Throw	Proficient
Strength	8	-1	-1	
Dexterity	17	+3	+3	
Constitution	14	+2	+2	
Intelligence	10	+0	+0	
Wisdom	20	+5	+8	
Charisma	8	-1	-1	

**Proficiency Bonus:** +3

**Inspiration:** - 20

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## Chapter 6

### Skills

Skill	Mod	Proficient	Notes
Acrobatics (Dex)	+3		Used for flying maneuvers, aerial balance, or dodging midair hazards
Animal Handling (Wis)	+8		Calm wild creatures; command beasts; great synergy with Druid magic
Arcana (Int)	+0		Identify magical effects, glyphs, or strange phenomena
Athletics (Str)	-1		Rarely used—low STR; climbing not needed due to flight
Deception (Cha)	-1		Not a social-focused build; leave to party Face
History (Int)	+0		Recall lore about ancient ruins, nature spirits, or the Fey
Insight (Wis)	+8		Read intent or emotion; strong support role when negotiating
Intimidation (Cha)	-1		Rarely used; intimidating from the sky may work narratively
Investigation (Int)	+0		Search for clues or track subtle signs in ruins or camps
Medicine (Wis)	+5		Stabilize dying allies without magic; limited use with Healing Word
Nature (Int)	+3		Know terrain, animals, plants, weather — especially vital in wilds
Perception (Wis)	+8		Spot hidden enemies or traps; essential aerial scout skill
Performance (Cha)	-1		Theatrical swoops or storytelling — not a main skill for Kamiron

Skill	Mod	Proficient	Notes
Persuasion (Cha)	-1		Used to calm intelligent creatures or in peaceful parley
Religion (Int)	+0		Identify nature deities or druidic lore
Sleight of Hand (Dex)	+3		Swipe keys or small items midair if needed; niche use
Stealth (Dex)	+6		Excellent for <b>silent scouting from the air</b> ; combo with Pass Without Trace
Survival (Wis)	+8		Track creatures, navigate wilds, or predict storms



## Chapter 7

# Combat

- **Armor Class (AC):** 17
- **Initiative:** +3
- **Speed:** 25 ft / 50 ft (fly)
- **Hit Point Maximum:** 61
- **Current HP:**
- **Temporary HP:**
- **Hit Dice:** 8d8
- **Death Saves:** Successes | Failures

61 - 18 - 9 - 8



## Chapter 8

# Attacks & Spellcasting

Name	Attack Bonus	Damage / Type	Notes
Produce Flame	+8	2d8 Fire	Ranged spell attack; 30 ft range
Flaming Sphere	—	2d6 Fire (DEX save)	5-ft AoE; bonus action to ram
Thorn Whip	+8	2d6 Piercing	30 ft reach; pulls creature 10 ft closer
Talons (Unarmed)	+3	1d4 + 1 Slashing	Aarakocra claws; includes Improved Talons bonus
Scythe (flavor)	+2	1d8 Slashing (2H)	STR-based melee weapon; rarely used
Wild Shape Bite	+6	Varies by beast form +1	Add +1 to natural weapon attacks and damage

**Spellcasting Class:** Druid

**Spellcasting Ability:** Wisdom (WIS 20)

**Spell Save DC:** 16

**Spell Attack Bonus:** +8



## Chapter 9

# Spellcasting

### 9.1 Cantrips

- Goodberry
- Guidance
- Produce Flame
- Shape Water

### 9.2 Spells by Level

Level	Known Spells	Slots	Used
1	Entangle, Healing Word	4	
2	Barkskin, Healing Spirit, Moonbeam	3	
3	Erupting Earth, Conjure Animals	3	
4	Guardian of Nature, Ice Storm	2	



## Chapter 10

# Circle of the Moon Features

- **Combat Wild Shape:** Use Wild Shape as a bonus action, and expend spell slots to heal.
  - **Circle Forms:** Wild Shape CR limit is 1 at level 2; CR 2 at level 6.
  - **Elemental Wild Shape** (Lvl 8): Use 2 Wild Shapes to become a CR 5 Elemental.
  - **Wild Shape Uses:** 2 per short rest
  - **Wild Shape CR Max:** 2 (no movement restrictions)
-





## Chapter 11

# Equipment

Carrying Capacity:

CP:

SP:

EP:

GP:

PP:

Items:

- Druidic Focus
  - Explorer's Pack
  - Scythe (flavored quarterstaff)
  - Leather Armor
-



## Chapter 12

# Other Proficiencies & Languages

- Common, Aarakocra, Druidic, Sylvan
  - Herbalism Kit
  - Light armor, medium armor, shields
  - Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears
-



## Chapter 13

# Features & Traits

- Stronger Talons (+1 damage unarmed)
  - Aarakocra Flight (50 ft fly speed)
  - Darkvision
  - Spellcasting
  - Druid Circle Features (see above)
-



## Chapter 14

# Personality Traits

- **Traits:**

“I always scan for threats and allies the moment I arrive — people are dangerous, animals are honest.” “I don’t understand sarcasm, and I assume everyone agrees with my sense of natural order.” “Each day begins with silent meditation in the branches of the tallest tree I can find.”

- **Ideals:**

“Balance above all. Nature must be protected from excess — especially the kind humanoids bring.” “I would gladly give my life to preserve the ancient rhythms of the wild.” “The world is out of tune. Magic, growth, decay — all must flow in harmony again.”

- **Bonds:** “My home lies in the deep forests of the North — I still hear the trees call me by name.” “A druid once taught me that magic is part of nature’s rhythm — not a tool to be measured and caged.” “I swore an oath to my Circle: stop the Romans from enslaving magic, or die trying.” “I carry the grief of forests burned and devoured — and the promise that not one more tree will fall without consequence.”

- **Flaws:**

“I see humanoids as parasites — I struggle to value their lives, even when they mean well.” “I’m so devoted to balance that I will let people die if their survival would tip the scales.” “I follow my oath blindly — even if it means betraying allies or destroying magical knowledge to keep it free.” “I can’t imagine being wrong about nature, and I don’t take guidance well from anyone who walks on stone.” —





# Chapter 15

## Character Details

Age	Height	Weight	Eyes	Skin	Hair
16	4'3"	62 lbs	Amber	Bronze	Feathers: umber with gold tips



## Chapter 16

# Character Appearance

Kamiron is a small, wiry Aarakocra with sleek bronze feathers and fierce amber eyes. His plumage is streaked with dark umber and glints of gold, giving him the illusion of a polished imperial emblem. Perched atop a Roman standard, Kamiron curls his wings and lowers his head like a statue, passing as the golden eagle of conquest. His movements are silent and exact, trained through years of aerial meditation. Robes of bark-dyed leather and forest moss trail from his shoulders like ritual vestments. Beneath him, an unseen servant — invisible but robed — carries the standard forward, giving the illusion of a divine presence leading the legion.

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## Chapter 17

# Backstory

[Insert full backstory here — explorer from a high mountain, devoted to preserving balance and guarding natural places.]

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## Chapter 18

# Allies & Organizations

Name	Symbol	Notes
Circle of the Moon		Druidic order from the forest peaks





## Chapter 19

# Treasure

- Healing herbs
  - Emerald Elemental Charm
-



## Chapter 20

# Additional Features & Traits

- Wild Shape: CR 2 beasts (no swim/fly restrictions)
- Elemental Shape: 1x/day as Air, Earth, Fire, or Water Elemental (CR 5)



## Chapter 21

# Spells Detailed

Spell	Effect	Description	Components
<b>Produce Flame</b>	Light & ranged fire attack	You create a flame in your hand that sheds light (10 ft bright, 10 ft dim). You can hurl it to make a <b>ranged spell attack: 2d8 fire damage</b> at Lvl 8.	V, S
<b>Guidance</b>	1d4 to ability checks	Touch a creature. It can add <b>1d4 to one ability check</b> of its choice within 1 minute. Can only be used once per casting.	V, S
<b>Thorn Whip</b>	Pull target & deal damage	Create a magical vine whip: <b>melee spell attack, 2d6 piercing damage</b> , and <b>pull the target 10 ft closer</b> . Great for battlefield control.	V, S, M (stem of a plant with thorns)

Level	Spell	Role / Effect
1	<b>Detect Magic</b>	Ritual utility – magical aura sensing
1	<b>Entangle</b>	Area restraint + difficult terrain
1	<b>Healing Word</b>	Bonus action healing at range
2	<b>Flaming Sphere</b>	Repeatable fire damage – battlefield AoE
2	<b>Spike Growth</b>	Hidden terrain trap – massive damage on movement
2	<b>Healing Spirit</b>	Group healing over time (concentration)
3	<b>Hold Person</b>	Paralyze humanoid – combo with multiattack/crits
3	<b>Protection from Energy</b>	Resist elemental damage

Level	Spell	Role / Effect
3	<b>Conjure Animals</b>	Summon beasts – powerful swarm tactic
4	<b>Tidal Wave</b>	AoE damage + prone (Dex save)
4	<b>Wall of Fire</b>	Line/area denial and high fire damage
4	<b>Stoneskin</b>	Buff – physical resistance
4	<b>Polymorph</b>	Versatile – buff ally or remove enemy
4	<b>Conjure Woodland Beings</b>	Summon fey casters (Pixies = Polymorph/utility)

Level	Spell	Casting Time	Range	Components	Description
1	Detect Magic	1 action	Self (30 ft)	V, S	Sense presence and school of magic. Ritual. Concentration, 10 min.
1	Entangle	1 action	90 ft	V, S	20-ft square restraint. STR save. Difficult terrain. Concentration, 1 min.
1	Healing Word	1 bonus action	60 ft	V	Heals 1d4 + WIS mod. Upcastable. Fast casting.
2	Flaming Sphere	1 action	60 ft	V, S, M	5-ft fire sphere. 2d6 fire damage. Bonus action to move. Conc., 1 min.
2	Spike Growth	1 action	150 ft	V, S, M	Hidden spikes. 2d4 per 5 ft moved. Difficult terrain. Conc., 10 min.
2	Healing Spirit	1 bonus action	60 ft	V, S	Spirit heals 1d6 per trigger. 1 + WIS mod uses. Concentration, 1 min.
2	Hold Person	1 action	60 ft	V, S, M	Paralyze humanoid. Auto-crits in melee. Concentration, 1 min.
3	Protection from Energy	1 action	Touch	V, S	Grants resistance to chosen element. Conc., 1 hour.
3	Conjure Animals	1 action	60 ft	V, S	Summons beasts (1–8). Obeys commands. Concentration, 1 hour.
3	Tidal Wave	1 action	120 ft	V, S, M	30x10x10 ft. 4d8 bludgeoning. Knocked prone. DEX save.
4	Wall of Fire	1 action	120 ft	V, S, M	60-ft wall. 5d8 fire on one side. DEX save. Concentration, 1 min.

Level	Spell	Casting Time	Range	Components	Description
4	Stoneskin	1 action	Touch	V, S, M	Resistance to nonmagical B/P/S damage. Concentration, 1 hour.
4	Polymorph	1 action	60 ft	V, S, M	Transform creature into beast. WIS save. Concentration, 1 hour.
4	Conjure Woodland Beings	1 action	60 ft	V, S, M	Summons fey (Pixies = Polymorph). DM controls. Concentration, 1 hour.

## 21.1 log 25-05-2025

Other characters; Misty - Avenger Dwarf; neela - Changingling - Cleric / Healer  
Lost - Ranger / Striker Serena - Wizard Scribe / Controller Valeria - Some kind of Sorcerer; Kamiron - Druid / Offtank

We are back in the city after excited hell and are once again in a city.

Turns out that Neela is a changeling.

We are regrouping at an inn/Barn; After having a long fight. After leaving Lost alone with Phrax - Kamiron flies back to the barn to collect the group. Gather the group, and go outside of the city towards lost.

There was a powerfull magic item that distracted us a bit. when meeting up with Lost again, we introduce Valeria, who turns out to be a few creature as well; We capture a deer for Phrax and then go and rest for the night. Veleria tells that the people where he comes from are called " the untamed " and what his profession was to talk rich people out of their money and then distribute that amongst the poor. He got in trouble with a group with the chord;

In the forest we set up camp; and sorena reads the evil tombe to gather more spells; in the middle of the night a small girl approaches;

Spell Level	Spell	Effect
1st	<b>Detect Magic</b>	Sense magical auras within 30 ft
1st	<b>Detect Poison and Disease</b>	Identify poisonous creatures or areas
1st	<b>Speak with Animals</b>	Communicate with beasts using simple ideas
2nd	<b>Animal Messenger</b>	Send a small beast to deliver a message
2nd	<b>Beast Sense</b>	See through a beast's eyes/hear what it hears

Spell Level	Spell	Effect
2nd	<b>Locate Animals or Plants</b>	Find nearby plants/animals matching a description
3rd	<b>Water Walk</b>	Walk on water — or lava, mud, etc., for your party
3rd	<b>Meld into Stone</b>	Meld with natural stone to hide or meditate safely
4th	<i>(None)</i>	No ritual-tagged Druid spells at level 4 in PHB

$$39 - 17 - 14 = 31 - 10 =$$



## Chapter 22



## Chapter 23



## Chapter 24



## Chapter 25





## Chapter 26

