**Temp Effects**

**Num. Spells I Can Prepare Daily: 4**

**Temp Exhaustion Level: 0**

**Character Traits**:

**Age:** **Aarakocra**: of 3 years (birth Jul 1st, 1228), old (adult) Gull like bird

**Background:**  **Saylor**: Proficiency in/with: Navigators tools, Water vehicles, Athletics, and Nature.

**Personality Traits:** I’ll never pass up a friendly wager

**Ideals:** Committed to my crew mates

**Bonds:** Loyal to my captain ***(Bonaparte)*** first

**Flaws:** I’d do anything to avoid extra work

**Background:** I was born on a destroyed island (no name, no parents). I was hatched as an egg on the **Ship**. I can play guitar taught by ***Dave***. The island has no known name. I was picked up by a few sailors that were also charters. I grew up on the ship and grew fond of the captain ***Bonaparte***. We made port in the city of ***Midrian*** (near Thrash).

* **Bonaparte:** Oh captain, my captain. Great friend and father figure. ***My stylish cap (Looks like Links cap the color aged blue) (Third Birthday Gift) came from him; I keep it to inspire me when all feels lost.*** ***(We have a call for safety (Whoooo))***

**Features and Traits Exp**:

**Flight**:Speed 50 ft / no Medium or Heavy armor

**Druid:**

**Circle of Dreams:**

**Wild Shape:**

**Tempestuous Magic:**

**Feats:**

**Keen Mind:**

**Items**:

**Equipped:**

**(No Longer Equipped) Nebulin Robes:** I have 3 white capes that the Nebulin wore.

**Description**: Well-made fancy white cape, has an upright collar. It fits whatever the wearers size is. I feel that there is a connection to the same energy as the mask. It was created with the same energy as the mask.

**Mask of the Nebulin (Mask of the Unnatural) Wondrous Item:** it magically regained power. It charged way more after my character trial and now the power has no end in sight. It is from the Void. Transmutation. Has connections to power sources from the void. It is very well made, that reminds him (**Xander**) of a mask similar to the ones rumored to be south of The Capitol City.

**Description**: White (same color as the marbles “pearls”) mask smoothed off oval holes for the eyes that can’t be seen through on the face side. Made of runic like stone. It’s very light in hand but falls fast like it is heavy. It is very rare and Its magic falls outside the normal known range of magic. (look in to unnatural and uncommon magic (comes from the void)) The mask uses open ended enchantment. Meaning it’s hard to find the effects. He uses mage hand to levitate stuff.

**Use**: It is powered by the Void. It has enough power for at least 4 more days. When I wore, it made me feel “free”. The longer I wear it I get additional powers.

**Unnatural Form**: gives me the abilities to shape the form of the unnatural clothes and weapons. Sharpening weapons lasts around a day.

**Stats**: When worn while powered, casting a spell requires roll a d 20 this determines an unpredictable element to the spell. I have advantage against blinding and gagging in the mask. It has another power that is still don’t understand now.

**Mec. Slingshot:** It is a mech. magic weapon (1d4 +1) Has some other use that I can’t figure out yet. I’ve started to fix it pretty well. I’ve got the ideas down just need more time to fix. Its construct like in nature (Mec. creature like automaton)

**Golden Ring Elvin Design**: Normal Ring

**Living Heat Ring:** It has Small Runes on the Inside and Raindrops on the Outside. I found it in the mansion in an old bedroom drawer along with a note book that was scratched out love letters to Nadile.

**Sending Stones:** Two stones that make a pair. They function as Walky talkies and have a very long range even over plains. Given to us from the **King of Thrash. Icarus has my other sending stone.**

**Silver Ring:** (Has a circle with a flat plain in with noise design in between circles): It has a connection to an unnatural power (voidic). Walky talky of the other realm. No direct magical power.

**Decanter of Endless Water: (1 Action)** To use it the Decanter I have to say magic key words, Stream (1 gallon of water) Geyser (30 feet 1-foot wide DC 13 SRT) and Fountain (5 gallons). (1 D4 Damage)

**Nebulin Dagger:** It is made from a local metal to the strange island. We used it to break the magic crystal in the Nebulin tower. **Xander** has seen this material in runes before. The Magic is that of the void (kind of like an energy) Abilities are tied to the void directly. To charge it you would have to bring it in to the void or make battery to charge them. When a Crit happens that kills the thing that dies it will disintegrate any one in a 60ft radius has to roll off against a dc 15 Wis. save or you will forget the last hour of that person. (+7 + Wis. mod voidic damage)

**Elvin Bow:** Escribed with place of origin small village south Fhoran Village of the Trees made Bainin. Made of flex bamboo. Damage on all attacks +1 (well crafted).

**Wand of the Wild Wind:** Unstable magic, it cast many different types of spells in it. It has 7 charges that recharges (1 d6 +1 charge) every dawn. It uses a random effect every use and will never repeat the same spell twice. Range 120ft.

**Cloak of Billowing:** Green. Made of nice materials. Found in the abandoned house in **The Capital City.** **Magical** While wearing this cloak you can use a bonus action to billow in the wind

**Bag of holding (Large):**

**9 loaves of bread:**

**Cloak:** From Olia

**Circlet:** From Olia

**Her Passport and Photo of Olia:** From Olia

**Johanna’s Flute:** It’s a memento to a time where we all together as a party.

**Maps with Thieves Cant on it, and Burned Picture Piece:**

**Bag of Icarus’s Stuff:** contains a plus one dagger. Burglars pack, Thieves tools, and Hand Crossbow.

**Extra Items:**

(X) **Small coin:** a small coin material similar to the marbles of the Nebulin (it has a strange green tint to it):

(X) **Drawing:** a small set of drawings of all us in the party (law wanted pictures):

(X) **Obelisk:** They are portal stones that link one place to another. They have connections to many planes. They are vaguely connected to each other.

**Obelisks in Courtyard:** Void and Conjuration magic there is a thing about an inch beneath the ground in the center of the triangle of Obelisks focused in the school of Evocation.

**Gems:** These came out of my wand and hit the ghost.

**Tool Kits:**

**Cartographers Tools:** Quill, Ink, Water Resistant Parchment, Pair of Compasses, Calipers, Ruler.

**Medical Kit:** Bandages, Salves, and Splints. The kit has 8 uses left.

**Magic Potions:** very powerful and mystical but you have to apply it to a person. Will give that person an unknown spell effect.

**Philter of Love**: 1 left

**Potion of Healing:** 3 left

**Random Potion (that looks like the ocean):** 1 left

It lets you breathe under water for an hour +/- 30 minutes, but you can’t breathe air.

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_Spells\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Current Spell DC = 14**

**Current Atta. MOD = 6**

**(plus to hit)**

**1st Level Spell Slots Total: 4**

**2nd Level Spell Slots Total: 2**

**Spell Save DC = 8 + Spell Attack Mod = 14**

**Spell Attack Mod = Proficiency + Wisdom**

**Wisdom mod + Druid level = how many spell slots**

**I CAN PREPAIR 6 SPELLS PER REST**

**\_\_\_\_\_\_\_\_\_\_\_\_\_Spell List\_\_\_\_\_\_\_\_\_\_\_\_\_**

* **Cantrip**
  + **Create Bonfire- (Casting Time of 1 Action / Range 60 Ft /Voice Sign / Concentration 1 min)** You create a bonfire on ground that you can see within range. Until the spells ends, the magic bonfire fills a 5-foot cube. Any creature in the bonfire’s space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it moves into the bonfire’s space for the first time on a turn or ends its turn there.
  + **Druidcraft- (Casting Time of 1 Action / Range 30 Ft /Voice Sign / Instantaneous)**
    - Whispering to the spirits of nature, you create one of the following effects within range:
    - You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
    - You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
    - You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. the effect must fit in a 5-foot cube.
    - You instantly light or snuff out a candle, torch, or a small campfire.
  + **Guidance - (Casting Time of 1 Action / Range Touch /Voice Sign / Up to 1 min)**
* **First Level**
* **Daily Prep:**
  + **Animal Friendship**
  + **Charm Person**
  + **Create or Destroy Water**
  + **Cure Wounds**
  + **Detect Magic**
  + **Detect Poison and Disease**
  + **Entangle**
  + **Faerie Fire**
  + **Fog Cloud**
  + **Goodberry**
  + **Healing Word**
  + **Jump**
  + **Longstrider**
  + **Purify Food and Drink**
  + **Speak with Animals**
  + **Thunderwave**
* **Second Level**
* **Daily Prep:**
  + **Animal Messenger**
  + **Barkskin**
  + **Darkvision**
  + **Enhance Ability**
  + **Find Traps**
  + **Flame Blade**
  + **Flaming Sphere**
  + **Gust of Wind**
  + **Heat Metal**
  + **Hold Person**
  + **Lesser Restoration (does not heal you)**
  + **Locate Animals or Plants**
  + **Locate Object**
  + **Moon Beam**
  + **Pass Without Trace**
  + [**Protection from Poison**](https://roll20.net/compendium/dnd5e/Spells:Protection%20from%20Poison#h-Protection%20from%20Poison)
  + **Spike Growth**

Ask for a doctor that can help with anybody Named Nola Ilirya.

Have contact that can smuggle us out.

As a guard, my name is Kalen

Shri Purple Rolling pad

Hudson Red/Maroon Rolling pad