



Features

Racial Traits

Human (+1 to two different ability scores of my choice)

Skills: I gain proficiency in one skill of my choice.

Feat: I gain one feat of my choice.

Class Features

Cleric (Light Domain), level 6:

- Spellcasting (Cleric 1, PHB 58) [4 cantrips known]

I can cast prepared cleric cantrips/spells, using Wisdom as my spellcasting ability
I can use a holy symbol as a spellcasting focus for my cleric spells

I can cast my prepared cleric spells as rituals if they have the ritual tag

- Bonus Cantrip (Light Domain 1, PHB 61)

I learn the Light cantrip if I didn't already know it

- Warding Flare (Light Domain 1, PHB 61) [Wisdom modifier per long rest]

When a creature within 30 ft attacks me and I can see it, I can interpose divine light

As a reaction, I impose disadv. on the attacker's attack roll (unless it can't be blinded)

- Channel Divinity (Cleric 2, PHB 58) [2x per short rest]

I can channel divine energy to cause an effect; the save for this is my cleric spell DC

- Channel Divinity: Turn Undead (Cleric 2, PHB 59)

As an action, all undead within 30 ft that can see/hear me must make a Wisdom save

If an undead fails this save, it is turned for 1 minute or until it takes any damage

Turned: move away, never within 30 ft of me, no reactions or actions other than Dash

Turned: may Dodge instead of Dash when nowhere to move and unable to escape bonds

- Channel Divinity: Radiance of the Dawn (Light Domain 2, PHB 61) [2d10 + 6 damage]

As an action, in 30 ft, magical darkness is dispelled and hostiles must make a Con save

Each takes radiant damage, saves for half, and negates with total cover

- Destroy Undead (Cleric 5, PHB 59) [CR 1/2 or lower]

An undead up to the CR above that fails its save when I use Turn Undead is destroyed

- Improved Flare (Light Domain 6, PHB 61)

I can also use my Warding Flare if another is attacked by a creature within 30 ft of me

Background

PERSONALITY TRAITS

I can find universal ground between the most vehement enemies, sympathizing with them and always moving toward unity. I've spent so much time in the confines of the temple that I have few functional skills interacting with individuals in the rest of the world.

IDEAL

Change: We must help induce the developments the gods are continually cultivating in the world. (Chaotic)

BOND

I can never repay what I owe to the priest that took me in as an orphan.

FLAW

My religiosity can lead me to naively trust those that claim faith in my deity.

Feats

FEAT: Observant

Human bonus feat [PHB 168]

If I can see a creature's mouth while it is speaking a language I understand, I can interpret what it's saying by reading its lips. I have a +5 bonus to passive Wisdom (Perception) and passive Intelligence (Investigation) scores. [+1 Intelligence or Wisdom]

FEAT:

FEAT:

FEAT:

FEAT:

Equipment

ADVENTURING GEAR	#	LBS	ADVENTURING GEAR	#	LBS
Backpack, with:	5		Common clothes	3	

- Bedroll	7		Holy symbol (Amulet)	1	
- Mess kit	1		Belt Pouch	1	
- Tinderbox	1				
- Torches	10	1			
- Rations, days of	10	2			
- Waterskin	5				
- Hempen rope, feet of	50				
- Oil Painting supplies	1				

ATTUNED MAGICAL ITEMS (MAX 3)

Subtotal	50	Subtotal	5
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CARRYING CAPACITY	STR x 15	PUSH/DRAZ/LIFT	STR x 15 - 30	TOTAL WEIGHT
150 lb		151 - 300 lb	SPEED = 5 FT	77,1 lb

PLATINUM = 10 GP	GOLD = 10 SP	ELECTRUM = 5 SP	SILVER = 10 CP	COPPER	LIFESTYLE: Modest
1.100		5			DAILY PRICE: 1 gp

GEMS AND OTHER VALUABLES:



Proficiencies

ARMOR: LIGHT MEDIUM HEAVY SHIELDS OTHER:

WEAPONS: SIMPLE MARTIAL OTHER:

Languages

Common

Celestial

Undercommon

Tools & Others

Artisan's Tools



Background

Character History

Born in the city of Hydors, Rielle is an only child. Early in her childhood, she displays a talent for art, producing stunning drawings of the beautiful city.

To allow their daughter to develop her talent, the parents pay for her to be educated in the temple of Lumine. In the temple, she learns first to improve upon her painting and then acquires additional artisan's skills including the production of mosaics and glass windows.

When her time as an Acolyte is over, she travels to the Holy See, serving as a cleric. Shortly after arriving there however, she learns that her father is deadly sick, but a very expensive cure exists and can be attained on the black market for a lot of money.

In order to send her father the cure, she takes money from the Holy See. She is however discovered and sentenced to death for embezzling from the Holy See. Before being sent to the prospective site of her punishment, she learns that her father has already passed away.



Character Portrait

Appearance

Smaller than average height, slender woman with fair skin and brown hair. She wears a holy symbol of Lumine on her forehead, dangling from a chain woven into her hair.

Enemies

Allies & Organizations

While she has been sentenced by the Holy See, she holds no grudge. She knows the punishment was just, after all she did commit the crime.



Organization Symbol



Notes

Selona Jewel / Stories - Very powerful thing to change course of a meteor, against invasions when the power is used, it shatters and reappears

Lorelai: in the swamps at Midport -> A Girl

Midport, a town on stilts on an island, halfway between Kressnyss and Northern Continents

Temple of the Sisters Blue

Vision: Trance, feeling ripples, arms tentacles, see a ship -> The Leaky Gull with torn masts, ship crushed. -> ship sailing -> storm -> ship turns to island with golden trees

Lorelai - lives in the swamps

Wand of Mold Earth (2x)

2 scrolls of create/destroy water

1 scroll of darkness

1 scroll of dispell magic

1 scroll of gust of wind

wand of magic missile

Massive ship: The Fated Folly, a merchanter, heading to the mainland

Ship with red sails anchored

Ship Augmentations bought:

- Ropes of climbing

- Bell - spells

- Lantern Spectral Fire - Aetherial light, night combat

Aberration Snake in the Jungle

Items from the Aberration:

- The Tongue of a being who was spoken a forbidden Word Of Power (Ethsjakaa)

- The Heart of a being from outside existance

- Natural weapons of an abomination

Books in the cave:

- The Great Sorcerer Nail - Guide to Summoning

- Kompendium on alchemical substances

- Book on Necromancy

Nail: Super Evil Sorcerer Dude, Father of all Learned Magic in the world

- Cypher Book - Includes MAP of the Genasi Isles with dotted Route to the Eastern side of present isle.

+40 GP

Magic rings with illusory enchantment - mind control

Galleon with white sails at full sail, heading off towards the southeast. 5 people on shore, tents + wheelbarrows.

Lighting Mike

Henchmen loot: 1 cutlass 1 dagger 150 gold each -> totalling 1500 gp

Lord Baskow (sp?) - one of the three Pirate Lords

Tent:

- 1 Journal of many things: Words about flowers

- flowers, flowers, flowers

- 1 Journal encoded

- 1 chest: 3000 gp = 600gp/pp

- Nice looking rapier of icy rebuke - hellish rebuke level 3rd + ice dmg / attunement

- Sleeping bags

- rations

Pirates are digging up the ruins. Stuff is shipped of 1/week in multiple locations.

Ruins are ancient Genasi.

Temple stripped of all valuables.

Silver medallion with a largy ruby on gold chain,

Medallion in the form of a sun.

Embolden Holy Symbol of the Ancients

Player group = Last remaining group in the contest - anyone else has vanished

Re: The Books.

Scholar: Knows about Nail -> Library on the coast of Atland, in Firenelle, famous town Library paid for by unknown individual with lots of arcana stuff.

The books are not journals, but something else instead.

Garbled words, code words, single words like water melon, bridge, fire. No punctuation.

There's more code.

Genasi Ritual stuff! Fasting and Silence! Rielle doesn't mind. Line of pure red lazer beams going east. Ritual takes a toll on head priest

First of the keystones lies on the east where the grave winds blow. Crack of thunder and lightning to the east. Giant fog bank roiling towards the islands.

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
<input type="checkbox"/>								



Cleric Spells

Spells to prepare: **11**
 Spell attack modifier: **+8**
 Spell save DC: **16**

Spellcasting ability
Wisdom

Cantrips (0 Level)

ME	SPELL
<input type="checkbox"/>	Will Guidance
<input type="checkbox"/>	Will Light
<input type="checkbox"/>	Will Sober Up!
<input type="checkbox"/>	Will Thaumaturgy
<input type="checkbox"/>	Will Toll the Dead
<input type="checkbox"/>	Will Word of Radiance

DESCRIPTION
1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration
1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances
1 crea affected by intoxicating effects of alcohol is sober for duration
Minor wonder; my voice booms, flames flicker, tremors in the ground, ominous sounds, etc.
1 crea save or 2d12 Necrotic damage (d8 instead of d12 if at full HP)
Any crea within range save or 2d6 Radiant damage

SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
—	Div	1 a	Touch	V,S	Conc, 1 min	P	248
—	Evoc	1 a	Touch	V,M	1 h (D)	P	255
—	Abjur	1 a	30 ft	S,M	3 rounds	B	2
—	Trans	1 a	30 ft	V	1 min (D)	P	282
Wis	Necro	1 a	60 ft	V,S	Instantaneous	X	169
Con	Evoc	1 a	5 ft	V,M	Instantaneous	X	171

1st Level

ME	SPELL
<input type="checkbox"/>	Bane
<input checked="" type="checkbox"/>	Bless
<input checked="" type="checkbox"/>	Burning Hands
<input type="checkbox"/>	Ceremony (R)
<input checked="" type="checkbox"/>	Command
<input type="checkbox"/>	Create or Destroy Water
<input checked="" type="checkbox"/>	Cure Wounds
<input type="checkbox"/>	Detect Evil and Good
<input checked="" type="checkbox"/>	Detect Magic (R)
<input type="checkbox"/>	Detect Poison/Disease (R)
<input checked="" type="checkbox"/>	Faerie Fire
<input type="checkbox"/>	Guiding Bolt
<input checked="" type="checkbox"/>	Healing Word
<input type="checkbox"/>	Inflict Wounds
<input type="checkbox"/>	Prot. from Evil/Good
<input type="checkbox"/>	Purify Food and Drink (R)
<input type="checkbox"/>	Sanctuary
<input type="checkbox"/>	Shield of Faith

DESCRIPTION
3+1/SL creatures save or have to subtract 1d4 on every attack or save for the duration
3+1/SL creatures can add 1d4 on every attack roll or saving throw during the duration
All in area 3d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite
Perform religious ceremony on target(s) within 10 ft throughout the casting; see book (25gp cons.)
1+1/SL crea, each max 30 ft apart, save or follow one word command, e.g. approach, drop, flee, halt
Create/destroy 10+10/SL gal of water in open container or create rain/destroy fog in 30+5/SL-ft cu
1 living creature heals 1d8+1d8/SL+5 (Wis) HP
Know if aberration, celestial, elemental, fey, fiend, undead, and des-/consecrated area within 30 ft
Know presence of magic within 30 ft; 1 a to see auras and determine school
Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft
20-ft cube all obj/crea save or outlined in 10 ft dim light and attacks have adv.; see invisible crea
Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target has advantage
1 living creature heals 1d4+1d4/SL+5 (Wis) HP
Spell attack for 3d10+1d10/SL Necrotic dmg
1 crea immune fear/charm/possess by abber./celest./elem./fey/ fiends/undead, they also dis. on atks
5-ft rad of food and drink is rendered free of all poison and disease
1 crea warded; any who want to attack/target must first make save; doesn't protect vs. area spells
1 creature gains +2 AC for the duration

SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Cha	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	216
—	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	219
Dex	Evoc	1 a	15-ft cone	V,S	Instantaneous	P	220
—	Abjur	1 h	Touch	V,S,M†	Instantaneous	X	151
Wis	Ench	1 a	60 ft	V	1 rnd	P	223
—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	229
—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
—	Div	1 a	Self	V,S	Conc, 10 min	P	231
—	Div	1 a	Self	V,S	Conc, 10 min	P	231
—	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
Dex	Evoc	1 a	60 ft	V	Conc, 1 min	P	239
—	Evoc	1 a	120 ft	V,S	1 rnd	P	248
—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
—	Necro	1 a	Touch	V,S	Instantaneous	P	253
—	Abjur	1 a	Touch	V,S,M†	Conc, 10 min	P	270
—	Trans	1 a	10 ft	V,S	Instantaneous	P	270
Wis	Abjur	1 bns	30 ft	V,S,M	1 min	P	272
—	Abjur	1 bns	60 ft	V,S,M	Conc, 10 min	P	275

2nd Level

ME	SPELL
<input type="checkbox"/>	Aid
<input type="checkbox"/>	Augury (R)
<input checked="" type="checkbox"/>	Blindness/Deafness
<input type="checkbox"/>	Calm Emotions
<input type="checkbox"/>	Continual Flame
<input type="checkbox"/>	Enhance Ability
<input type="checkbox"/>	Find Traps
<input checked="" type="checkbox"/>	Flaming Sphere
<input type="checkbox"/>	Gentle Repose (R)
<input type="checkbox"/>	Hold Person
<input checked="" type="checkbox"/>	Lesser Restoration
<input type="checkbox"/>	Locate Object
<input type="checkbox"/>	Prayer of Healing
<input type="checkbox"/>	Protection from Poison
<input checked="" type="checkbox"/>	Scorching Ray
<input type="checkbox"/>	Silence (R)
<input checked="" type="checkbox"/>	Spiritual Weapon
<input type="checkbox"/>	Warding Bond
<input type="checkbox"/>	Zone of Truth

DESCRIPTION
3 creatures gain 5+5/SL current HP and HP max for the duration
Omen about specific course of action I plan to take in the next 30 min (25gp)
1+1/SL crea save or blinded or deafened; extra save at end of every turn
20-ft rad all humanoids save or I suppress either charm/fear effects or hostility
Create a permanent flame (50gp cons.)
1+1/SL crea adv. on checks with 1 stat; choosing Str, Dex, Con gives secondary benefits
Sense presence of any trap within line of sight; not exact location, but general nature of trap
2.5-ft rad flaming sphere; bns a move 30 ft; all within 5-ft rad 2d6+1d6/SL Fire dmg; save halves
1 corpse protected from decay and prevent it from becoming undead; add duration to raising dead
1+1/SL humanoids, within 30 ft of each other, save or paralyzed; extra save at end of each turn
1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned
Learn direction to closest named or described kind or specific object within 1000 ft; see book
6 living creatures heal 2d8+1d8/SL+5 (Wis) HP
1 crea cured from 1 poison, gains resistance to Poison damage, and adv. on saves vs. being poisoned
3+1/SL rays hit creature(s) on spell attack with each ray for 2d6 Fire dmg per ray
20-ft rad no sound propagates; all within deafened, immune to Thunder dmg, can't use verbal comp.
Create weapon; spell attk 1d8+1d8/2SL+ability modifier Force dmg; bns a to move 20 ft and/or attack
1 crea +1 AC, +1 saves, resistance all dmg; if takes dmg I take same dmg; ends if >60 ft away (100gp)
15-ft rad all in or enter save or unable to lie; I'm aware if saved or not; crea aware it cannot lie

SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
—	Abjur	1 a	30 ft	V,S,M	8 h	P	211
—	Div	1 min	Self	V,S,M,F	Instantaneous	P	215
Con	Necro	1 a	30 ft	V	1 min	P	219
Cha	Ench	1 a	60 ft	V,S	Conc, 1 min	P	221
—	Evoc	1 a	Touch	V,S,M†	Till dispelled	P	227
—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	237
—	Div	1 a	120 ft	V,S	Instantaneous	P	241
Dex	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	242
—	Necro	1 a	Touch	V,S,M	10 days	P	245
Wis	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P	251
—	Abjur	1 a	Touch	V,S	Instantaneous	P	255
—	Div	1 a	Self	V,S,M	Conc, 10 min	P	256
—	Evoc	10 min	30 ft	V	Instantaneous	P	267
—	Abjur	1 a	Touch	V,S	1 h	P	270
—	Evoc	1 a	120 ft	V,S	Instantaneous	P	273
—	Illus	1 a	120 ft	V,S	Conc, 10 min	P	275
—	Evoc	1 bns	60 ft	V,S	1 min	P	278
—	Abjur	1 a	Touch	V,S,M†	1 h (D)	P	287
Cha	Ench	1 a	60 ft	V,S	10 min	P	289

3rd Level

ME	SPELL
<input type="checkbox"/>	Animate Dead
<input type="checkbox"/>	Beacon of Hope
<input type="checkbox"/>	Bestow Curse
<input type="checkbox"/>	Clairvoyance
<input type="checkbox"/>	Create Food and Water
<input checked="" type="checkbox"/>	Daylight
<input type="checkbox"/>	Dispel Magic
<input type="checkbox"/>	Fast Friends
<input type="checkbox"/>	Feign Death (R)
<input checked="" type="checkbox"/>	Fireball
<input type="checkbox"/>	Glyph of Warding
<input type="checkbox"/>	Incite Greed
<input type="checkbox"/>	Life Transference
<input type="checkbox"/>	Magic Circle

DESCRIPTION
Turn corpses into 1+2/SL Skeletons or Zombies; control for 24h; bns a command within 60 ft
Any crea in range adv. on Wis/Death saves and gains max HP from any healing
1 creature save or cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled
See or hear a familiar place; 1 a to switch between seeing and hearing (100gp)
Create 45 pounds of food and 30 gallons of water; enough for 15 humanoids or 5 steeds for 24h
60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of SL 4+ works in it
Dispel all magical effects on crea or object; make DC 10+SL Wisdom check (+5) if above SL used
1+1/SL humanoid save or charmed and perform tasks I ask it to do; adv. save if me/ally is fighting it
Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0
20-ft rad all crea 8d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite
Create a glyph that triggers on set condition; Int(Investigation) vs. Spell DC; see book (200gp cons.)
Any crea that see me save or charmed, only move to me, if in 5 ft do nothing; save end of each turn
I take 4d8+1d8/SL Necrotic dmg (in full), and 1 crea in range I can see heals twice that in HP
Celest., elem., fey, fiends, or undead can't enter/leave; dis. on atk; +1h/SL dura.; see B (100gp cons.)

<input type="checkbox"/> Mass Healing Word	6 living creatures heal 1d4+1d4/SL+5 (Wis) HP	—	Evoc	1 bns	60 ft	V	Instantaneous	P	258
<input type="checkbox"/> Meld into Stone (R)	I merge into a stone object large enough to contain me; can't see through the stone; see book	—	Trans	1 a	Touch	V,S	8 h	P	259
<input type="checkbox"/> Motivational Speech	5 crea that hear me 5+5/SL temp HP, adv. Wis saves, if hit adv. on next atk; stops when temp HP gone	—	Ench	1 min	60 ft	V	1 h	A	77
<input type="checkbox"/> Protection from Energy	1 creature gains resistance to either Acid, Cold, Fire, Lightning, or Thunder damage for duration	—	Abjur	1 a	Touch	V,S	Conc, 1 h	P	270
<input type="checkbox"/> Remove Curse	1 creature or object is freed of all curses; cursed magic items break attunement with owner	—	Abjur	1 a	Touch	V,S	Instantaneous	P	271
<input checked="" type="checkbox"/> Revivify	Restores a creature's body that has died in the last min to life with 1 HP (300gp cons.)	—	Necro	1 a	Touch	V,S,M†	Instantaneous	P	272
<input type="checkbox"/> Sending	Send a 25 word message to a familiar creature; it recognizes me and can respond with 25 words	—	Evoc	1 a	Unlimited	V,S,M	1 rnd	P	274
<input type="checkbox"/> Speak with Dead	1 corpse with mouth answers 5 questions with what it knew in life; can cast on same every 10 days	—	Necro	1 a	10 ft	V,S,M	10 min	P	277
<input checked="" type="checkbox"/> Spirit Guardians	Undesignated crea start turn/enter in area half speed, 3d8+1d8/SL Radiant/Necrotic dmg; save half	Wis	Conj	1 a	15-ft rad	V,S,M	Conc, 10 min	P	278
<input type="checkbox"/> Tongues	1 crea understands all spoken languages, all with a language can understand what it means	—	Div	1 a	Touch	V,M	1 h	P	283
<input checked="" type="checkbox"/> Water Walk (R)	10 willing creatures can move across any liquid for the duration; rise to surface if underwater	—	Trans	1 a	30 ft	V,S,M	1 h	P	287