

Name: Ryne Player: Daniel  
 Class: Circle of Stars Druid Experience: 23.000 Next level: 34.000  
 Background: Grave Keepers Race: Tabaxi (Woodkin) Size: Medium Height: 5'6" Weight: 122 lbs  
 Gender: Catgirl Hair: Brown Eyes: Blue Skin: Fair  
 Age: 40 Alignment: Chaotic Good Faith: Some Starry Spirit

## Abilities

ABILITY	MODIFIER	SAVING THROW	PROF. BONUS
STR STRENGTH	0	0	
DEX DEXTERITY	+3	+3	
CON CONSTITUTION	+2	+2	
INT INTELLIGENCE	+1	+4	X
WIS WISDOM	+4	+7	X
CHA CHARISMA	0	0	

Saving Throw Advantages / Disadvantages

## Ability Save DC

 PROFICIENCY  
 BONUS +  
 8 +  
 Wis

15



## Senses

17 Passive Perception

 Darkvision 120 ft  
 Scent (grants advantage)  
 Blindsight 5'

## Proficiency Bonus

 INSPIRATION

## Limited Features

FEATURE	MAX. USAGES	RECOVERY	USED
Star Map (Guiding Bolt)	3	LR	
Wild Shape (CR 1/2, no fly; 3 h)	2	SR	
Feline Agility (still for 1 turn to recover)	1	Turn	
Cosmic Omen	3	LR	

← +3 Initiative

## Skills

ABV	BONUS	NAME (ABILITY)	PROF. EXP.
▲	+3	Acrobatics (DEX)	
▼	+4	Animal Handling (WIS)	
▲	+1	Arcana (INT)	
▲	+3	Athletics (STR)	X
▼	0	Deception (CHA)	
▼	+1	History (INT)	
▼	+7	Insight (WIS)	X
▲	0	Intimidation (CHA)	
▲	+1	Investigation (INT)	
▼	+7	Medicine (WIS)	X
▲	+4	Nature (INT)	X
▼	+7	Perception (WIS)	X
▲	0	Performance (CHA)	
▼	0	Persuasion (CHA)	
▼	+1	Religion (INT)	
▲	+6	Sleight of Hand (DEX)	
▼	+7	Stealth (DEX)	X
▲	0	Survival (WIS)	X
▼			

 SPEED  
 ENCUMBERED  
 20 ft,  
 climb 10 ft

## Combat



## Defense



12	ARMOR BONUS	Studded Leather	AC DURING REST
+	SHIELD BONUS	Shield	
+	DEXTERITY MOD	MEDIUM ARMOR (MAX = 2) HEAVY ARMOR (MOD = 0)	STEALTH DISADV.
3	MAGIC		
+	MISC MOD 1		
+	MISC MOD 2		

## Health



RECOVER HALF OF YOUR MAXIMUM HIT DICE AFTER A LONG REST.

TEMPORARY HP	WOUNDS
HIT DICE	DEATH SAVING THROWS
7 × d8 + 2	DC10
	I
	II
	III
LEVEL	LIVE

## Attacks

ATTACKS PER ACTION (1)

WEAPON / DESCRIPTION	PROF.	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Luminous Arrow	✓	Wis	60 ft	+7	1d8+4	Radiant
Use as bonus action						
Tabaxi Claws	✓	Dex	Melee	+6	1d4+3	Slashing
Quarterstaff	✓	Str	Melee	+3	1d6	Bludgeoning
Versatile (1d8)						
Dagger	✓	Dex	Melee, 20/60 ft	+6	1d4+3	Piercing
Finesse, light, thrown						
Produce Flame	✓	Wis	30 ft	+7	2d8	Fire
10-ft radius bright light and 10-ft radius dim light until thrown						

## Actions

MAXIMUM OF 1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN.

Attack / Cast a Spell

Dash / Disengage / Dodge

Escape Grapple / Help / Hide

Ready / Search / Use Object

Overrun / Tumble (or as bonus action)

As 1 attack: Disarm / Grapple / Shove

Wild Shape (start)

## BONUS ACTIONS

Archer Constellation (Luminous Arrow)

Wild Shape (end)

## REACTIONS

Opportunity Attack

Cosmic Omen

TYPE	TOTAL	AMMUNITION	TYPE	TOTAL	AMMUNITION



## Features

### Racial Traits

Tabaxi (+2 Dexterity, +1 Charisma)

**Cat's Claws:** I can use my retractable claws to make unarmed strikes dealing 1d4 slashing damage. They also give me a climbing speed of 20 ft.

**Feline Agility:** When moving on my turn in combat, I can move double my speed. Once I do this, I can't do it again until I don't move at all on one of my turns.

### Class Features

Druid (Circle of the Stars), level 7:

• **Druidic (Druid 1, PHB 66)**

I know Druidic; Hidden messages with it can only be understood by who know Druidic

• **Spellcasting (Druid 1, PHB 66) [3 cantrips known]**

I can cast prepared druid cantrips/spells, using Wisdom as my spellcasting ability

I can use a druidic focus as a spellcasting focus for my druid spells

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

• **Star Map (Circle of the Stars 2, TCoE 38) [Guiding Bolt, Proficiency Bonus per long rest]**

I've created a star map, a Tiny object which I can use as my spellcasting focus

If I lose it, I can preform a 1-hour ceremony during a rest to create a replacement

While holding it, I know the Guidance cantrip and always have Guiding Bolt prepared

These count as druid spells, but do not count against the number of spells I can prepare

I can cast Guiding Bolt without expending a spell slot my Proficiency Bonus per long rest

• **Starry Form (Circle of the Stars 2, TCoE 38)**

As a bonus action, I can expend a use of wild shape to take on a starry form for 10 min

In that form I shed bright light in a 10-ft radius and dim light for an extra 10-ft radius

When I do so, I choose one constellation that glimmers on my body, granting me benefits

See the 3rd page's "Notes" section for the benefits of the possible constellations

• **Wild Shape (Druid 2, PHB 66) [CR 1/2, no fly; 3 h, 2x per short rest]**

As an action, I assume the shape of a beast I have seen before with the following rules:

• I gain all its game statistics except Intelligence, Wisdom, or Charisma

• I get its skill/saving throw prof. while keeping my own, using whichever is higher

• I assume the beast's HP and HD; I get mine back when I revert back

• I can't cast spells in beast form, but transforming doesn't break concentration

• I retain features from class, race, etc., but I don't retain special senses

• I can choose whether equipment falls to the ground, merges, or stays worn

• I revert if out of time or unconscious; if KO'd by damage, excess damage carries over

• **Cosmic Omen (Circle of the Stars 6, TCoE 39) [Proficiency Bonus per long rest]**

When I finish a long rest, I roll a die to gain an omen based on the result (odd/even)

As a reaction when a creature I can see in 30 ft makes an attack, check, or save, I can:

• **Weal (even):** add 1d6 to the number rolled for the attack, check, or save

• **Woe (odd):** subtract 1d6 from the number rolled for the attack, check, or save

## Background

### PERSONALITY TRAITS

I was, in fact, raised by wolves. I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them.

### IDEAL

Honor: If I dishonor myself, I dishonor my whole clan. (Lawful)

### BOND

An injury to the unspoiled wilderness of my home is an injury to me.

### FLAW

Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.

## Feats

### FEAT: Keen Mind [PHB 167]

I always know which way is north and the number of hours left before the next sunrise or sunset. I can accurately recall anything I have seen or heard within the past month.

### FEAT:

### FEAT:

### FEAT:

### FEAT:

## Equipment

ADVENTURING GEAR	#	LBS	ADVENTURING GEAR	#	LBS
Backpack, with:	5		Studded Leather armor	13	
- Bedroll	7		Shield	6	
- Mess kit	1		Quarterstaff	1	4
- Tinderbox	1		Dagger	1	1
- Torches	10	1			
- Rations, days of	10	2			
- Waterskin		5			
- Hempen rope, feet of	50	0.2			

### ATTUNED MAGICAL ITEMS (MAX 3)

CARRYING CAPACITY		SUBTOTAL		TOTAL WEIGHT	
STR x 15 - 30	SPEED = 5 FT	165 lb		166 - 330 lb	83 lb
PLATINUM = 10 GP	GOLD = 10 SP	ELECTRUM = 5 SP	SILVER = 10 CP	COPPER	GEAR & COINS
				DAILY PRICE:	
GEMS AND OTHER VALUABLES:					

### Background Feature

#### Wolven Pact

Grants 60 ft Darkvision, Low-light vision, Scent



### Proficiencies

ARMOR:  LIGHT  MEDIUM  HEAVY  SHIELDS  OTHER:

WEAPONS:  SIMPLE  MARTIAL  OTHER: Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar +

### Languages

Common

Druidic

Dwarvish

Isv. Undrc.

### Tools & Others

Herbalism kit



## Status

## Exhaustion

LEVEL	EFFECT (CUMULATIVE)
1	<input type="checkbox"/> Disadvantage on Ability Checks
2	<input type="checkbox"/> Speed halved
3	<input type="checkbox"/> Disadvantage on Attack Rolls and Saving Throws
4	<input type="checkbox"/> Hit Point maximum halved
5	<input type="checkbox"/> Speed reduced to 0
6	<input type="checkbox"/> Death

FINISHING A LONG REST REDUCES THE EXHAUSTION LEVEL BY 1, PROVIDED THAT YOU ALSO INGESTED SOME FOOD AND DRINK.

# Conditions

- Blinded**  
Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.
- Charmed**  
Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.
- Deafened**  
Fail checks involving hearing.
- Frightened**  
Disadvantage to checks/attacks while source of fear is in sight. Can't willingly move closer to the source of fear.
- Grappled**  
Speed drops to 0, regardless of any bonus.
- Incapacitated**  
Can't take actions or reactions.
- Invisible**  
Can't be seen, but noise and tracks. Attacks have advantage, enemy attacks disadvantage.
- Paralyzed**  
Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.
- Petrified**  
Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison/disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.
- Poisoned**  
Disadvantage on attack rolls and ability checks.
- Prone**  
Crawl (at  $\frac{1}{2}$  speed) or stand up (costs  $\frac{1}{2}$  speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.
- Restrained**  
Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.
- Stunned**  
Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.
- Unconscious**  
Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.



## Notes

- Archer Constellation (Starry Form, TCoE 38) [1d8 + Wisdom modifier radiant damage]  
As a bonus action, I can make a ranged spell attack to hurl a luminous arrow 60 ft  
I can also do this as part of the bonus action I use to assume the starry form
- Chalice Constellation (Starry Form, TCoE 39) [1d8 + Wisdom modifier hit points restored]  
When I cast a healing spell with a spell slot, I can heal myself or another within 30 ft of me
- Dragon Constellation (Starry Form, TCoE 39)  
I can treat a roll below 10 as a 10 for Int/Wis checks and saves to maintain concentration  
From 10th-level onwards, I also gain a flying speed of 20 ft and can hover
- Scorpion Constellation (Boosh's Stuff)  
When I successfully attack a creature, they must succeed a Constitution Save or have their move speed reduced to 0 on their next turn
- Whale Constellation (Boosh's Stuff)  
When an enemy targets me for an attack, I may use my reaction to impose disadvantage unless they succeed on a Wisdom Save
- Mermaid Constellation (Boosh's Stuff)  
I gain a swim speed equal to my move speed, I can breathe underwater and as a reaction, I may supplant an ally's save with my own.
- Additional Druid Spells (Optional Druid 1, TCoE 35)
- Dunamancy Spells (Optional Druid 1, EGTw 186)  
All dunamancy spells are added to the druid spell list, each still pending DM's approval
- Wild Companion (Optional Druid 2, TCoE 35) [3 hours]  
I can expend a use of wild shape to cast Find Familiar without material components  
The familiar always has the Fey type and disappears after half my druid level in hours

## Magic Items

	MAGIC ITEM: <u>Twinkling of an Eye</u>	Boosh's Stuff	<input type="checkbox"/>	ATTUNED
	2 handed +2 staff, Once per day, when a spell does damage within 30 feet of me, I may cause that spells damage to be rerolled.			
	MAGIC ITEM:		<input type="checkbox"/>	ATTUNED
	MAGIC ITEM:		<input type="checkbox"/>	ATTUNED
	MAGIC ITEM:		<input type="checkbox"/>	ATTUNED
	MAGIC ITEM:		<input type="checkbox"/>	ATTUNED
	MAGIC ITEM:		<input type="checkbox"/>	ATTUNED

## Extra Equipment

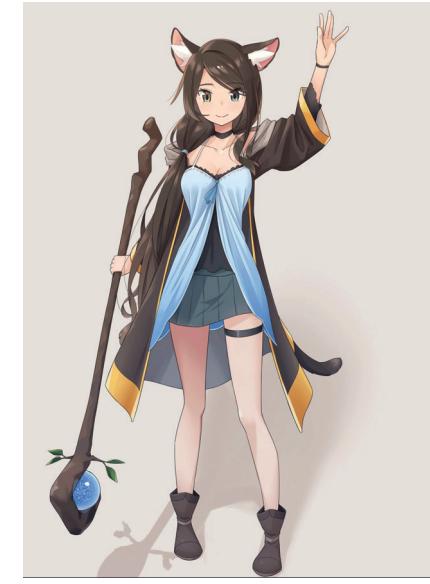
## Other Holdings



## Background

### Character History

- Nature Guide
- Grave Keeper
- Catgirl
- Booba Wildshape



### Character Portrait

### Appearance

Catgirl

### Enemies

### Allies & Organizations

#### GRAVE KEEPERS

-- 404: Background Information Not Found --



### Organization Symbol

Spell	1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
Slots	4	4	4	4	4	4	4	4	4



## DRUID Spells

Spells to prepare: **11**  
 Spell attack modifier: **+7**  
 Spell save DC: **15**

Spellcasting ability  
**Wisdom**

## Cantrips (0 Level)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Will. Druidcraft	Small nature effect; predict weather, expedite small plant growth, snuff light, harmless sensory effect	—	Trans	1 a	30 ft	V,S	Instantaneous	P	236
Will. Frostbite	1 crea save or 2d6 Cold dmg and dis. on next weapon attack roll	Con	Evoc	1 a	60 ft	V,S	Instantaneous	X	156
Will. Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	—	Div	1 a	Touch	V,S	Conc, 1 min	P	248
Will. Produce Flame	Flame 10 ft bright light; once 30 ft ranged spell attack for 2d8 Fire dmg	—	Conj	1 a	Self	V,S	10 min (D)	P	269

## 1st Level

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
□ Absorb Elements	Acid, Cold, Fire, Lightning, or Thunder resistance vs. 1 atk; first melee hit next rnd +1d6+1d6/SL dmg	—	Abjur	1 rea	Self	S	1 rnd	X	150
□ Animal Friendship	1+1/SL beasts Int<4 save or charmed for the duration	Wis	Ench	1 a	30 ft	V,S,M	24 h	P	212
□ Beast Bond	Telepathic link with 1 beast Int<4 while in line of sight; beast has adv. on attacks vs. crea I can see	—	Div	1 a	Touch	V,S,M	Conc, 10 min	X	150
□ Charm Person	1+1/SL humanoids, each max 30 ft apart, save or charmed; adv. on save if me/ally is fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	P	221
□ Create or Destroy Water	Create/destroy 10+10/SL gal of water in open container or create rain/destroy fog in 30+5/SL-ft cu	—	Trans	1 a	30 ft	V,S,M	Instantaneous	P	229
□ Cure Wounds	1 living creature heals 1d8+1d8/SL+4 (Wis) HP	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
□ Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
□ Detect Poison/Disease (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	231
□ Earth Tremor	All crea in range except me save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Dex	Evoc	1 a	10 ft	V,S	Instantaneous	X	155
✓ Entangle	20-ft square save or restrained; Str check vs. Spell DC to escape; for duration area is difficult terrain	Str	Conj	1 a	90 ft	V,S	Conc, 1 min	P	238
□ Faerie Fire	20-ft cube all obj/crea save or outlined in 10 ft dim light and attacks have adv.; see invisible crea	Dex	Evoc	1 a	60 ft	V	Conc, 1 min	P	239
SP Find Familiar (R)	Gain the services of a fey familiar; can see through its eyes; it can deliver touch spells; see B	—	Conj	1 h	10 ft	V,S	½ druid lvl h	P	240
□ Fog Cloud	20-ft+20-ft/SL rad fog that spreads around corners; heavily obscures; 10 mph wind disperses it	—	Conj	1 a	120 ft	V,S	Conc, 1 h	P	243
□ Gift of Alacrity	1 willing creature can add 1d8 to its initiative rolls for the duration	—	Div	1 min	Touch	V,S	8 h	W	186
□ Goodberry	Create 10 berries; 1 a to eat 1 berry: heal 1 HP, nourishment for 1 day; berries lose potency after 24h	—	Trans	1 a	Touch	V,S,M	Instantaneous	P	246
SP Guiding Bolt	Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target has advantage	—	Evoc	1 a	120 ft	V,S	1 rnd	P	248
✓ Healing Word	1 living creature heals 1d4+1d4/SL+4 (Wis) HP	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
□ Ice Knife	Ranged atk for 1d10 Piercing dmg; hit/miss 5-ft rad on target all crea save or 2d6+1d6/SL Cold dmg	Dex	Conj	1 a	60 ft	S,M	Instantaneous	X	157
□ Jump	1 creature's jump distance is tripled for the duration	—	Trans	1 a	Touch	V,S,M	1 min	P	254
□ Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	—	Trans	1 a	Touch	V,S,M	1 h	P	256
✓ Magnify Gravity	10-ft rad all crea 2d8+1d8/SL Force dmg, half spd; Save halves & no spd reduce; Str check to move obj	Con	Trans	1 a	60 ft	V,S	1 rnd	W	188
□ Prot. from Evil/Good	1 crea immune fear/charm/possess by abber./celest./elem./fey/ fiends/undead, they also dis. on atks	—	Abjur	1 a	Touch	V,S,M†	Conc, 10 min	P	270
□ Purify Food and Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P	270
□ Snare	5-ft rad trap; Investigation vs spell DC to see; save or restrained 3 ft in the air; save each rnd (5sp)	Dex	Abjur	1 min	Touch	S,M†	8 h, till trigger	X	165
□ Speak with Animals (R)	Speak verbally with and understand beasts for duration; interaction limited by intelligence of beasts	—	Div	1 a	Self	V,S	10 min	P	277
□ Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	S:15ft cube	V,S	Instantaneous	P	282

## 2nd Level

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
✓ Animal Messenger (R)	Tiny beast delivers 25 word message up to 25 miles (50 miles if flyer); +48h/SL duration	—	Ench	1 a	30 ft	V,S,M	24 h	P	212
□ Augury (R)	Omen about specific course of action I plan to take in the next 30 min (25gp)	—	Div	1 min	Self	V,S,Mf	Instantaneous	P	215
□ Barkskin	1 willing crea AC cannot be reduced below 16, regardless of armor it is wearing	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	217
□ Beast Sense (R)	Use 1 willing beast's senses; I'm blinded and deafened while doing so	—	Div	1 a	Touch	S	Conc, 1 h	P	217
□ Continual Flame	Create a permanent flame (50gp cons.)	—	Evoc	1 a	Touch	V,S,M†	Till dispelled	P	227
□ Darkvision	1 willing creature has darkvision 60 ft for the duration	—	Trans	1 a	Touch	V,S,M	8 h	P	230
□ Dust Devil	5-ft cube; all in 5-ft 1d8+1d8/SL Bludg. dmg and pushed 10 ft away; save halves, no push; see book	Str	Conj	1 a	60 ft	V,S,M	Conc, 1 min	X	154
□ Earthbind	1 creatures save or fly speed is reduced to 0; airborne creatures safely descend at 60 ft per round	Str	Trans	1 a	300 ft	V	Conc, 1 min	X	154
□ Enhance Ability	1+1/SL crea adv. on checks with 1 stat; choosing Str, Dex, Con gives secondary benefits	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	237
□ Enlarge/Reduce	1 crea/object save or enlarged (Str adv. +1d4 weapon dmg), reduced (Str dis. -1d4 weapon dmg)	Con	Trans	1 a	30 ft	V,S,M	Conc, 1 min	P	237
□ Find Traps	Sense presence of any trap within line of sight; not exact location, but general nature of trap	—	Div	1 a	120 ft	V,S	Instantaneous	P	241
□ Flame Blade	Summon fiery blade; 1 a to make a melee spell attack for 3d6+1d6/2SL Fire dmg; 10 ft bright light	—	Evoc	1 bns	Self	V,S,M	Conc, 10 min	P	242
□ Flaming Sphere	2.5-ft rad flaming sphere; bns a move 30 ft; all within 5-ft rad 2d6+1d6/SL Fire dmg; save halves	Dex	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	242
□ Fortune's Favor	1+1/SL crea once roll extra d20 and select which to use for atk, check, save, or atk vs. it (100gp cons.)	—	Div	1 min	Touch	V,S,M†	1 h	W	186
□ Gust of Wind	60-ft long 10-ft wide line of wind; crea starting turn in wind save or pushed 15 ft; see book	Str	Evoc	1 a	S:60ft line	V,S,M	Conc, 1 min	P	248
□ Healing Spirit	5-ft cube; any living crea I see start/enter heals 1d6+1d6/SL HP; 1+4 (Wis) uses; bns a move it 30 ft	—	Conj	1 bns	60 ft	V,S	Conc, 1 min	X	157
□ Heat Metal	1 metal obj on touch 2d8+1d8/SL Fire dmg; save or drop obj; if held: dis. atk/chk; bns a reheat obj	Con	Trans	1 a	60 ft	V,S,M	Conc, 1 min	P	250
□ Hold Person	1+1/SL humanoids, within 30 ft of each other, save or paralyzed; extra save at end of each turn	Wis	Ench	1 a	60 ft	V,S,M	Conc, 1 min	P	251
□ Immovable Object	1 obj <10 lb fixed in place; holds 4k lb; Str check move, except chosen/password; See B (25gp cons.)	—	Trans	1 a	Touch	V,S,M†	1 h	W	187
□ Lesser Restoration	1 crea cured of 1 disease, or 1 condition: blinded, deafened, paralyzed, or poisoned	—	Abjur	1 a	Touch	V,S	Instantaneous	P	255
□ Locate Animal/Plants (R)	Learn direction and distance to closest named or described kind of beast or plant within 5 miles	—	Div	1 a	Self	V,S,M	Instantaneous	P	256
□ Locate Object	Learn direction to closest named or described kind or specific object within 1000 ft; see book	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	256
✓ Moonbeam	5-ft rad 40-ft high all enter/start turn 2d10+1d10/SL Radiant dmg; save half; 1 a move it 60 ft; see B	Con	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	261
□ Pass Without Trace	Any within 30-ft rad +10 Dex(Stealth) checks, leave no tracks, can't be tracked by nonmagical means	—	Abjur	1 a	Self	V,S,M	Conc, 1 h	P	264
□ Protection from Poison	1 crea cured from 1 poison, gains resistance to Poison damage, and adv. on saves vs. being poisoned	—	Abjur	1 a	Touch	V,S	1 h	P	270
□ Skywrite (R)	Write up to 10 words with clouds in a part of the sky I can see; strong wind can disperse the clouds	—	Trans	1 a	Sight	V,S	Conc, 1 h	X	165
□ Spike Growth	20-ft rad difficult terrain; all 2d4 Piercing dmg per 5 ft moved; Wis(Perc) vs. Spell DC to recognize	—	Trans	1 a	150 ft	V,S,M	Conc, 10 min	P	277
✓ Summon Beast	Summon choice of Bestial Spirit; obeys commands; takes turn after mine; disappears at 0 hp (200gp)	—	Conj	1 a	90 ft	V,S,M†	Conc, 1 h	T	109
□ Warding Wind	Strong (20 mph) wind around me deafens/extinguishes unprotected flames/dif. ter./ranged wea dis.	—	Evoc	1 a	S:10-ft rad	V	Conc, 10 min	X	170
□ Wristpocket (R)	Store 1 held obj <5 lb in extradim. space; 1 a to summon obj in free hand or return; reappears at end	—	Conj	1 a	Self	S	Conc, 1 h	W	190

# 3RD Level

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="checkbox"/> Aura of Vitality	As a bonus action for the duration, I can heal 2d6 HP to 1 creature in range (can be me)	—	Evoc	1 a	S:30-ft rad	V	Conc, 1 min	P	216
<input type="checkbox"/> Call Lightning	60-ft rad 10-ft high cloud; 1 a all in 5-ft rad under cloud 3d10+1d10/SL Lightning dmg; save half	Dex	Conj	1 a	120 ft	V,S	Conc, 10 min	P	220
<input type="checkbox"/> Conjure Animals	Summon 2+2/2SL CR of beasts; obey my verbal commands	—	Conj	1 a	60 ft	V,S	Conc, 1 h	P	225
<input type="checkbox"/> Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of SL 4+ works in it	—	Evoc	1 a	60 ft	V,S	1 h	P	230
<input checked="" type="checkbox"/> Dispel Magic	Dispel all magical effects on crea or object; if above this SL, DC 10+SL Wisdom check (+4)	—	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
<input type="checkbox"/> Elemental Weapon	+1 magical weapon; +1d4 Acid, Cold, Fire, Lightning, or Thunder dmg; SL5: +2/+2d4, SL7: +3/+3d4	—	Trans	1 a	Touch	V,S	Conc, 1 h	P	237
<input type="checkbox"/> Erupting Earth	20-ft cube all crea 3d12+1d12/SL Bludgeoning dmg; save halves; area becomes difficult terrain	Dex	Trans	1 a	120 ft	V,S,M	Instantaneous	X	155
<input type="checkbox"/> Feign Death (R)	Willing creature appears dead; it is blinded, incapacitated, has dmg resist. all but Psychic, and speed 0	—	Necro	1 a	Touch	V,S,M	1 h (D)	P	240
<input type="checkbox"/> Flame Arrows	12+2/SL ammunition drawn from touched quiver do +1d6 Fire damage on a successful hit	—	Trans	1 a	Touch	V,S	Conc, 1 h	X	156
<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"/> Plant Growth	1 a: 100-ft rad plants overgrow for 1/4 speed; 8h: 1 mile diameter plants yield double food at harvest	—	Trans	1 a/8h	150 ft	V,S	Instantaneous	P	266
<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"/> Pulse Wave	6d6+1d6/SL Force dmg, pulled/pushed 15+5/SL ft from me (also free obj); save halves, no move	Con	Evoc	1 a	S:30ft cone	V,S	Instantaneous	W	188
<input 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"/> Sleet Storm	40-ft rad 20-ft high; heavily obsc.; douses flames; difficult ter.; save or prone; Con save or lose conc.	Dex	Conj	1 a	150 ft	V,S,M	Conc, 1 min	P	276
<input type="checkbox"/> Speak with Plants	Speak with plants in range about last 24h events; turn difficult plant terrain to normal or vice versa	—	Trans	1 a	S:30-ft rad	V,S	10 min	P	277
<input type="checkbox"/> Summon Fey	Summon choice of Fey Spirit; obeys commands; takes turn after mine; disappears at 0 hp (300gp)	—	Conj	1 a	90 ft	V,S,M,F	Conc, 1 h	T	112
<input type="checkbox"/> Tidal Wave	30-ft x 10-ft, 10-ft high all crea 4d8 Bludg. dmg and prone; save halves not prone; extinguish flames	Dex	Conj	1 a	120 ft	V,S,M	Instantaneous	X	168
<input type="checkbox"/> Wall of Water	30×1×10ft (1×w×h) or 20-ft rad 20-ft high; dif. ter.; range wea dis.; Fire dmg half; Cold dmg freezes	—	Evoc	1 a	60 ft	V,S,M	Conc, 10 min	X	170
<input checked="" type="checkbox"/> Water Breathing (R)	10 willing creatures can breathe underwater for the duration	—	Trans	1 a	30 ft	V,S,M	24 h	P	287
<input 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
<input type="checkbox"/> Wind Wall	50×1×15ft (1×w×h) wall, any line-shape, at cast all in 3d8 Bludg. dmg; save halves; blocks arrows	Str	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	288

# 4th Level

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="checkbox"/> Blight	1 creature takes 8d8+1d8/SL Necrotic dmg; save halves; plants have dis. on save	Con	Necro	1 a	30 ft	V,S	Instantaneous	P	219
<input checked="" type="checkbox"/> Charm Monster	1+1/SL creatures, each max 30 ft apart, save or charmed; adv. on save if me/ally is fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	X	151
<input type="checkbox"/> Confusion	10+5/SL-ft rad all save or confused, see book; extra save at end of every turn	Wis	Ench	1 a	90 ft	V,S,M	Conc, 1 min	P	224
<input type="checkbox"/> Conj. Minor Elementals	Summon 2+2/2SL CR of elementals; obey my verbal commands	—	Conj	1 min	90 ft	V,S	Conc, 1 h	P	226
<input type="checkbox"/> Conj. Woodland Beings	Summon 2+2/2SL CR of fey; obey my verbal commands	—	Conj	1 a	60 ft	V,S,M	Conc, 1 h	P	226
<input type="checkbox"/> Control Water	Control an amount of water in a 100 ft cube as 1 a; flood, part, redirect, or whirlpool, see book	—	Trans	1 a	300 ft	V,S,M	Conc, 10 min	P	227
<input type="checkbox"/> Divination (R)	Get answer to one question about a goal, event, or activity to occur within the next 7 days (25gp cons.)	—	Div	1 a	Self	V,S,M†	Instantaneous	P	234
<input type="checkbox"/> Dominate Beast	1 beast save or charmed, follows telepathic commands, 1 a for complete control; +SL for duration	Wis	Ench	1 a	60 ft	V,S	Conc, 1 min	P	234
<input type="checkbox"/> Elemental Bane	1+1/SL crea, each max 30 ft apart, save or 1 energy: lose resist. to it & +2d6 to first dmg with it/turn	Con	Trans	1 a	90 ft	V,S	Conc, 1 min	X	155
<input type="checkbox"/> Fire Shield	Fiery shield gives either Fire or Cold dmg resist. and deals 2d8 of the other dmg type to melee attackers	—	Evoc	1 a	Self	V,S,M	10 min (D)	P	241
<input checked="" type="checkbox"/> Freedom of Movement	1 willing crea; magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restraints	—	Abjur	1 a	Touch	V,S,M	1 h	P	244
<input type="checkbox"/> Giant Insect	Transform centipedes, spiders, wasps, or scorpions into giant versions; obey my verbal commands	—	Trans	1 a	30 ft	V,S	Conc, 10 min	P	245
<input type="checkbox"/> Grasping Vine	Conjure vine with 30 ft reach; bns a to direct to 1 crea save or pulled 20 ft to vine	Dex	Conj	1 bns	30 ft	V,S	Conc, 1 min	P	246
<input type="checkbox"/> Gravity Sinkhole	20-ft rad all crea 5d10+1d10/SL Force dmg, pulled to center of radius; save halves and not pulled	Con	Evoc	1 a	120 ft	V,S,M	Instantaneous	W	187
<input type="checkbox"/> Guardian of Nature	I transform into a Primal Beast (offensive bonuses) or a Great Tree (defensive bonuses); see book	—	Trans	1 bns	Self	V	Conc, 1 min	X	157
<input type="checkbox"/> Hallucinatory Terrain	150-ft cube of terrain resembles some other sort of terrain; Int (Investigation) vs. Spell DC; see book	—	Illus	10 min	300 ft	V,S,M	24 h	P	249
<input type="checkbox"/> Ice Storm	20-ft rad 40-ft high all crea 2d8+1d8/SL Bludg. dmg & 4d6 Cold dmg; save half; 1 rnd difficult ter.	Dex	Evoc	1 a	300 ft	V,S,M	Instantaneous	P	252
<input type="checkbox"/> Locate Creature	Learn direction to closest named or described kind or specific creature within 1000 ft; see book	—	Div	1 a	Self	V,S,M	Conc, 1 h	P	256
<input checked="" type="checkbox"/> Polymorph	1 creature with > 0 HP save or transformed into beast of choice of same CR or lower; see book	Wis	Trans	1 a	60 ft	V,S,M	Conc, 1 h	P	266
<input type="checkbox"/> Stone Shape	Form 5 cu ft of stone into any shape; can have up to two hinges and a latch, but no finer mechanisms	—	Trans	1 a	Touch	V,S,M	Instantaneous	P	278
<input type="checkbox"/> Stoneskin	1 willing crea resistance to nonmagical Bludgeoning, Piercing, and Slashing dmg (100gp cons.)	—	Abjur	1 a	Touch	V,S,M†	Conc, 1 h	P	278
<input type="checkbox"/> Summon Elemental	Summon choice of Elemental Spirit; obeys commands; takes turn after mine; vanishes at 0 hp (400gp)	—	Conj	1 a	90 ft	V,S,M,F	Conc, 1 h	T	111
<input type="checkbox"/> Wall of Fire	60×1×20ft (1×w×h) or 10-ft rad all in and 10 ft on 1 side 5d8+1d8/SL Fire dmg; save halves; see B	Dex	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	285
<input type="checkbox"/> Watery Sphere	5-ft rad all crea < Huge save or restrained; on save ejected; save each rnd; 1 a move sphere 30 ft	Str	Conj	1 a	90 ft	V,S,M	Conc, 1 min	X	170