

Q'n

CHARACTER NAME

20 Druid (Circle of the Land)

LEVEL & CLASS

PLAYER NAME

Hermit

Elf, Wood

355,000

BACKGROUND Commune with nature, far from civiliz

RACE

EXPERIENCE

Next Level

STRENGTH

+1

12

DEXTERITY

+2

14

CONSTITUTION

+5

20

INTELLIGENCE

0

10

WISDOM

+5

20

CHARISMA

0

10

☐ +1 STR ☐ +2 DEX ☐ +5 CON ☐ +6 INT ☐ +11 WIS ☐ 0 CHA

RESISTANCES

Adv. vs. being charmed; Magic can't put me to sleep; Adv. vs. magical plants that impede movement; Immune to poison and disease

SAVING THROWS

☐ +2 Acrobatics (Dex)  
☐ +5 Animal Handling (Wis)  
☐ 0 Arcana (Int)  
☐ +1 Athletics (Str)  
☐ 0 Deception (Cha)  
☐ 0 History (Int)  
☐ +5 Insight (Wis)  
☐ 0 Intimidation (Cha)  
☐ 0 Investigation (Int)  
☒ +11 Medicine (Wis)  
☒ +6 Nature (Int)  
☒ +11 Perception (Wis)  
☐ 0 Performance (Cha)  
☐ 0 Persuasion (Cha)  
☒ +6 Religion (Int)  
☐ +2 Sleight of Hand (Dex)  
☐ +2 Stealth (Dex)  
☒ +11 Survival (Wis)  
☐ Tool

SKILLS

203  
MAXIMUM  
HIT POINTS

+6  
PROFICIENCY  
BONUS

16  
ARMOR  
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+2

INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVES

LEVEL DIE USED

20 d8+5

HIT DICE

ENCUMBERED

25 ft

35 ft

SPEED

FEATURE MAX RECOVER USED

Natural Recovery (10 levels spell slots) 1 LR

LIMITED FEATURES

ACTIONS

Wild Shape (start)

BONUS ACTIONS

Wild Shape (end)

REACTIONS

ACTIONS

ATTACK NAME

Spear

PROF ABILITY

✓ Str

RANGE

Melee, 20/60 ft

TO HIT

+7

DAMAGE

1d6+1

DAMAGE TYPE

Piercing

Thrown, versatile (1d8)

DESCRIPTION

ATTACKS: WEAPONS & CANTRIPS

AC DESCRIPTION

12 Armor Studded Leather

2 Shield round

2 Dex ☐ Medium Armor ☐ Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

19

ABILITY  
SAVE DC

WISDOM

ARMOR ☒ Light ☒ Medium ☐ Heavy ☒ Shields

WEAPONS ☐ Simple ☐ Martial ☒ Other Weapons:

Club, Dagger, Dart, Javelin, Longbow, Longsword, Mace, Quarterstaff, Scimitar

LANGUAGES

Common

TOOLS & OTHERS

Herbalism kit

Elvish

+1 from Hermit

Druidic

PROFICIENCIES

21

PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

Druid (Circle of the Land), level 20:

♦ 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) [4 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

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

♦ Bonus Cantrip (Circle of the Land 2, PHB 68)

I know one additional druid cantrip of my choice

♦ Natural Recovery (Circle of the Land 2, PHB 68) [10 levels spell slots, 1× per long rest]

After a short rest, I can recover a number of 5th-level or lower spell slots

♦ Wild Shape (Druid 2, PHB 66) [CR 1; 10 hours, ∞× 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

♦ Mountain Circle Spells (Circle of the Land 3, PHB 68)

My connection to the mountains infuses me with the ability to cast certain spells

These are always prepared, but don't count against the number of spells I can prepare

♦ Land's Stride (Circle of the Land 6, PHB 68)

I can travel through nonmagical, difficult terrain without penalty

I have advantage on saves vs. plants that impede movement by magical influence

♦ Nature's Ward (Circle of the Land 10, PHB 68)

I am immune to poison/disease and I can't be charmed/frightened by elementals or fey

♦ Nature's Sanctuary (Circle of the Land 14, PHB 68)

When a beast or plant attacks me, it must make a Wis save or pick a different target

If it can't, it automatically misses; On a successful save, it is immune for 24 hours

♦ Beast Spells (Druid 18, PHB 67)

I can perform the somatic and verbal components of druid spells while in a beast shape

♦ Timeless Body (Druid 18, PHB 67)

I age more slowly, only 1 year for every 10 years that pass

♦ Archdruid (Druid 20, PHB 67)

I can use Wild Shape an unlimited number of times

My druid spells don't require verbal, somatic, or free material components

CLASS FEATURES

I'm oblivious to etiquette and social expectations.

PERSONALITY TRAITS

Greater Good: My gifts are meant to be shared with all, not used for my own benefit. (Good)

IDEALS

My isolation gave me great insight into a great evil that only I can destroy.

BONDS

I harbor dark, bloodthirsty thoughts that my isolation and meditation failed to quell.

FLAWS

Feature Name: **Discovery**

The quiet seclusion of my extended hermitage gave me access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of my seclusion. It might be a great truth, a hidden site, a long forgotten fact, or unearthed some relic of the past that could rewrite history.

BACKGROUND FEATURE

Wood Elf (+2 Dexterity, +1 Wisdom)

Trance: Elves don't need to sleep, but meditate semiconsciously, for 4 hours a day. While meditating, I can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, I gain the same benefit that a human does from 8 hours of sleep, but I still need 8 hours for a long rest.

Mask of the Wild: I can attempt to hide even when I am only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

RACIAL TRAITS

ADVENTURING GEAR

#

LB

ADVENTURING GEAR

#

LB

ADVENTURING GEAR

#

LB

SUBTOTAL

SUBTOTAL  
EQUIPMENT

SUBTOTAL

ATTUNED MAGICAL ITEMS

	CP
	SP
	EP
	CP
	PP

WEIGHT CARRIED

ENCUMBERED

61 - 120 lb

HEAVILY ENCUMBERED

121 - 180 lb

PUSH/DRAG/LIFT

181 - 360 lb





Q'n

CHARACTER NAME

GENDER

AGE

Medium  
SIZE

HEIGHT

WEIGHT

ALIGNMENT

FAITH

HAIR

EYES

SKIN

CHARACTER PORTRAIT

ORGANIZATION

SYMBOL

ALLIES & ORGANIZATIONS

APPEARANCE

Poor

LIFESTYLE

DAILY PRICE

2 sp

ENEMIES

CHARACTER HISTORY



RACE	SIZE	HEIGHT	WEIGHT
TYPE	AGE	GENDER	ALIGNMENT

CHARISMA

STR	INT
DEX	WIS
CON	CHA

SAVING THROWS

INITIATIVE

SPEED

LEVEL USED

DIE

HIT DICE

ATTACKS PER ACTION

Ability	Score	Skill
Intelligence	10	Acrobatics (Dex)
Wisdom	10	Animal Handling (Wis)
Intelligence	10	Arcana (Int)
Strength	10	Athletics (Str)
Charisma	10	Deception (Cha)
Intelligence	10	History (Int)
Wisdom	10	Insight (Wis)
Charisma	10	Intimidation (Cha)
Intelligence	10	Investigation (Int)
Wisdom	10	Medicine (Wis)
Intelligence	10	Nature (Int)
Wisdom	10	Perception (Wis)
Charisma	10	Performance (Cha)
Charisma	10	Persuasion (Cha)
Intelligence	10	Religion (Int)
Dexterity	10	Sleight of Hand (Dex)
Dexterity	10	Stealth (Dex)
Wisdom	10	Survival (Wis)

**SKILLS**

ARMOR CLASS

PROFICIENCY BONUS

MAXIMUM HIT POINTS

Temporary HP:

SUCCESSSES  
 ○ — ○ — ○  
 FAILURES  
 DEATH SAVES

CURRENT HIT POINTS

ATTACK NAME	PROF ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
DESCRIPTION					

**ATTACKS**

[illegible]This is a blank sheet of white paper with horizontal ruling lines. A single vertical line runs down the left side, creating a margin. The paper has rounded corners at the top-left and bottom-left. At the very bottom center, the word "TRAITS" is printed in a bold, black, sans-serif font.

TRAITS


PASSIVE WISDOM (PERCEPTION)

---



---


**SENSES**



COMPANION'S APPEARANCE

[illegible]

[illegible][illegible]



Q'n

CHARACTER NAME

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

SPELL SLOTS

DRUID SPELLS

Wisdom

SPELLCASTING ABILITY

25

TO PREPARE

+11

ATTACK MODIFIER

DC 19

SAVING THROW DC

CANTRIPS (0 LEVEL)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Control Flames	Nonmagical flame up to 5 cu ft; instant: expand/extinguish, 1h: brighten/dim/color/create shapes	—	Trans	1 a	60 ft	S	Instant. or 1 h	E	16
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
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
Resistance	1 willing crea can add 1d4 to one saving throw after rolling, once during the duration	—	Abjur	1 a	Touch	V,S,M	Conc, 1 min	P	272
Thunderclap	100-ft rad audible; all crea but you in area save or 1d6 Thunder dmg; +1d6 at CL 5, 11, and 17	Con	Evoc	1 a	5-ft rad	S	Instantaneous	E	22

1ST LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> 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	E	15
<input type="radio"/> 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
<input type="radio"/> Beast Bond	Telepathic link with 1 beast Int<4 while in line of sight; beast has adv. on attacks vs. crea you can see	—	Div	1 a	Touch	V,S,M	Conc, 10 min	E	15
<input type="radio"/> Charm Person	1+1/SL humanoids save or charmed; crea adv. on save if you or your allies are fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	P	221
<input type="radio"/> Create or Destroy Water	Create/destroy 10+2/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
<input type="radio"/> Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
<input type="radio"/> 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
<input type="radio"/> 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
<input type="radio"/> Earth Tremor	All crea in area except you save or 1d6+1d6/SL Bludgeoning dmg and prone; loose ground is dif. ter.	Dex	Evoc	1 a	10-ft rad	V,S	Instantaneous	E	17
<input type="radio"/> 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
<input type="radio"/> 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
<input type="radio"/> 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
<input type="radio"/> Goodberry	Create 10 berries; 1 a to eat 1 berry for 1 hp and nourishment for 1 day; berries lose potency after 24h	—	Trans	1 a	Touch	V,S,M	Instantaneous	P	246
<input type="radio"/> Healing Word	Heals 1 living creature 1d4+1d4/SL+spellcasting ability modifier	—	Evoc	1 bns	60 ft	V	Instantaneous	P	250
<input type="radio"/> 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	E	19
<input type="radio"/> Jump	1 creature's jump distance is tripled for the duration	—	Trans	1 a	Touch	V,S,M	1 min	P	254
<input type="radio"/> 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
<input type="radio"/> 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
<input type="radio"/> 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
<input type="radio"/> Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	15-ft cube	V,S	Instantaneous	P	282

2ND LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> 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
<input type="radio"/> 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
<input type="radio"/> Beast Sense (R)	Use 1 willing beast's senses; you are blinded and deafened while doing so	—	Div	1 a	Touch	S	Conc, 1 h	P	217
<input type="radio"/> Darkvision	1 willing creature has darkvision 60 ft for the duration	—	Trans	1 a	Touch	V,S,M	8 h	P	230
<input type="radio"/> 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	E	17
<input type="radio"/> Earthbind	1 creatures save or fly speed is reduced to 0; airborne creatures descend at 60 ft per round	Str	Trans	1 a	300 ft	V	Conc, 1 min	E	17
<input type="radio"/> 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
<input type="radio"/> 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
<input type="radio"/> Flame Blade	Summon a 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
<input type="radio"/> 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
<input type="radio"/> 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	60-ft line	V,S,M	Conc, 1 min	P	248
<input type="radio"/> Heat Metal	1 metal obj 2d8+1d8/SL Fire dmg to touch; 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
<input type="radio"/> Hold Person	1+1/SL humanoid 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
<input type="radio"/> 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
<input type="radio"/> 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
<input type="radio"/> 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
<input type="radio"/> Moonbeam	5-ft rad 40-ft high with dim light; all save or 2d10+1d10/SL; 1 a to move it 60 ft; see book	Con	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	P	261
<input type="radio"/> 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
<input type="radio"/> 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
<input type="radio"/> Skywrite (R)	Write up to 10 words with clouds in a part of the sky you can see; strong wind can diperse the clouds	—	Trans	1 a	Sight	V,S	Conc, 1 h	E	22
<input checked="" type="radio"/> Spider Climb	1 gains climbing speed equal to walking speed; can go on walls and ceilings with hands free	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	277
<input checked="" type="radio"/> Spike Growth	20-ft rad difficult terrain; all 2d4 Piercing dmg every 5 ft moved; Wis(Perc) vs. Spell DC to recognize	—	Trans	1 a	150 ft	V,S,M	Conc, 10 min	P	277
<input type="radio"/> Warding Wind	Strong (20 mph) wind in area deafens/extinguishes unprotected flames/dif. ter./ranged wea have dis	—	Evoc	1 a	10-ft rad	V	Conc, 10 min	E	23

### 3RD LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ Call Lightning	60 rad 10 ft cloud in 100 ft; 1 a 5-ft rad 3d10+1d10/SL Lightning damage; save halves	Dex	Conj	1 a	120 ft	V,S	Conc, 10 min	P	220
○ Conjure Animals	Summon 2+2/2SL CR of beasts that obey your verbal commands	—	Conj	1 a	60 ft	V,S	Conc, 1 h	P	225
○ Daylight	60-ft rad bright light + 60-ft dim light on point or object; only magical darkness of higher SL works	—	Evoc	1 a	60 ft	V,S	1 h	P	230
○ Dispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	—	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
○ Erupting Earth	20-ft cube all crea 3d12+1d12/SL Bludgeoning dmg; save halves; area becomes difficult terrain	—	Trans	1 a	120 ft	V,S,M	Instantaneous	E	17
○ 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
○ 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	E	18
⊛ Lightning Bolt	100-ft long 5-ft wide all 8d6+1d6/SL Lightn. dmg; save halves; unattended flammable obj ignite	Dex	Evoc	1 a	100-ft line	V,S,M	Instantaneous	P	255
⊛ Meld into Stone (R)	You merge into a stone object large enough to contain you; can't see through the stone; see book	—	Trans	1 a	Touch	V,S	8 h	P	259
○ 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
○ 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
○ 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
○ Speak with Plants	Speak with plants in range about last 24h events; turn difficult plant terrain to normal or vice versa	—	Trans	1 a	30-ft rad	V,S	10 min	P	277
○ 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	E	22
○ Wall of Water	30×1×10ft (l×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	E	23
○ Water Breathing (R)	10 willing creatures can breathe underwater for the duration	—	Trans	1 a	30 ft	V,S,M	24 h	P	287
○ 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
○ Wind Wall	50×1×15ft (l×w×h) wall, any line-shape, all 3d8 Bludgeoning 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.
○ 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
○ 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
○ Conj. Minor Elementals	Summon 2+2/2SL CR of elementals that obey your verbal commands	—	Conj	1 min	90 ft	V,S	Conc, 1 h	P	226
○ Conj. Woodland Beings	Summon 2+2/2SL CR of fey that obey your verbal commands	—	Conj	1 a	60 ft	V,S,M	Conc, 1 h	P	226
○ 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
○ 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
○ Elemental Bane	1+1/SL crea in 30 ft save or first attack each rnd of chosen energy does +2d6 dmg; no resistance	Con	Trans	1 a	90 ft	V,S	Conc, 1 min	E	17
○ Freedom of Movement	1 willing crea; magic cannot reduce speed, paralyze, restrain; use 5 ft to escape nonmagical restrains	—	Abjur	1 a	Touch	V,S,M	1 h	P	244
○ Giant Insect	Transform centipedes, spiders, wasps, or scorpions into giant versions that obey your verbal commands	—	Trans	1 a	30 ft	V,S	Conc, 10 min	P	245
○ 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
○ 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
○ Ice Storm	20-ft rad 40-ft high all crea 2d8+1d8/SL Bludg. and 4d6 Cold dmg; save halves; 1 rnd difficult ter.	Dex	Evoc	1 a	300 ft	V,S,M	Instantaneous	P	252
○ 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
○ 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
⊛ 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
⊛ 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
○ Wall of Fire	60×1×20ft (l×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
○ Watery Sphere	10-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	E	23

### 5TH LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
○ Antilife Shell	Only undead and constructs can come within 10 ft; if forced upon living creature the spell ends	—	Abjur	1 a	10-ft rad	V,S	Conc, 1 h	P	213
○ Awaken	Give beast or plant Int 10 and ability to move. Follows commands for 30 days (1000gp cons.)	—	Trans	8 h	Touch	V,S,M+	Instantaneous	P	216
○ Commune w. Nature (R)	Know 3 facts about natural features in 3 miles rad (300 ft rad underground)	—	Div	1 min	Self	V,S	Instantaneous	P	224
○ Conjure Elemental	CR 5+1/SL elemental that obeys your verbal commands; on broken conc. elemental breaks free	—	Conj	1 min	90 ft	V,S,M	Conc, 1 h	P	225
○ Contagion	Melee spell attack to infect crea with chosen disease; saves each rnd on 3 successes spell ends, see B	—	Necro	1 a	Touch	V,S	7 days	P	227
○ Control Winds	100-ft cube of air either gusts, downdraft, or updraft; affects flying/jump/ranged; 1 a change; see B	—	Trans	1 a	300 ft	V,S	Conc, 1 h	E	16
○ Geas	1 crea save or charmed; it must obeys commands or 5d10 Psychic dmg; SL7: 1 year, SL9: until disp.	Wis	Ench	1 min	60 ft	V	30 days (D)	P	244
○ Greater Restoration	Reduce exhaustion or end charm, petrify, curse, stat or max hp reduction (100gp cons.)	—	Abjur	1 a	Touch	V,S,M+	Instantaneous	P	246
○ Insect Plague	20-ft rad all 4d10+1d10/SL Piercing dmg; save halves; ignores cover; lightly obscures; difficult ter.	Con	Conj	1 a	300 ft	V,S,M	Conc, 10 min	P	254
○ Maelstrom	5-ft deep 30-ft rad dif. ter.; all crea starting turn in save or 6d6 Bludg. dmg and pulled 10 ft to center	Str	Evoc	1 a	120 ft	V,S,M	Conc, 1 min	E	20
○ Mass Cure Wounds	6 crea within 30-ft rad heal 3d8+1d8/SL+spellcasting ability modifier in hp	—	Evoc	1 a	60 ft	V,S	Instantaneous	P	258
⊛ Passwall	Create a passage (max. 5 ft wide, 8 ft tall, 20 ft deep) in a wooden, plaster or stone surface for 1 h	—	Trans	1 a	30 ft	V,S,M	1 h	P	264
○ Planar Binding	1 celestial/elem/fey/fiend save or bound; SL6: 10, SL7: 30, SL8: 180, SL9: 366 days (1000gp cons.)	Cha	Abjur	1 h	60 ft	V,S,M+	24 h	P	265
○ Reincarnate	Brings humanoid that died in last 10 days to life in a new random adult body, see book (1000gp cons.)	—	Trans	1 h	Touch	V,S,M+	Instantaneous	P	271
○ Scrying	1 crea save or sensor follows it around; or create sensor in familiar location; see book (1000gp)	Wis	Div	10 min	Self	V,S,Mf	Conc, 10 min	P	273
○ Transmute Rock	40 cu ft stone to mud or mud to stone; mud and stone restrains; mud from ceiling falls; see book	—	Trans	1 a	120 ft	V,S,M	Instantaneous	E	22
○ Tree Stride	You can teleport 1/rnd for 5 ft move through a tree to another tree of the same kind within 500 ft	—	Conj	1 a	Self	V,S	Conc, 1 min	P	283
⊛ Wall of Stone	10 10×10-ft panels 6" thick wall connected with existing stone; half thickness, double surface; see B	—	Evoc	1 a	120 ft	V,S,M	Conc, 10 min	P	287



## 6TH LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Bones of the Earth	6+2/SL 2.5-ft rad 30-ft high stone pillars burst upward; med. or smaller crea save or lifted; see book	Dex	Trans	1 a	120 ft	V,S	Instantaneous	E	15
<input type="radio"/> Conjure Fey	CR 6+1/SL fey that obeys your verbal commands not against its align.; on broken conc. fey breaks free	—	Conj	1 min	90 ft	V,S	Conc, 1 h	P	226
<input type="radio"/> Find the Path	Know the shortest route to a location you are familiar with and are on the same plane with (100gp)	—	Div	1 min	Self	V,S,Mf	Conc, 1 day	P	240
<input type="radio"/> Heal	1 creature heals 70+10/SL hp and is cured of blindness, deafness, and all diseases	—	Evoc	1 a	60 ft	V,S	Instantaneous	P	250
<input type="radio"/> Heroes' Feast	You+12 crea; 1h to consume; for 24h: disease/poison immune, +2d10 max hp, see B (1000gp cons.)	—	Conj	10 min	30 ft	V,S,M+	Instantaneous	P	250
<input type="radio"/> Investiture of Flame	Fire immune; Cold res.; 1d10 Fire dmg in 5 ft; 1 a 15-ft long 5-ft wide all crea 4d8 Fire dmg, save half	Dex	Trans	1 a	Self	V,S	Conc, 10 min	E	19
<input type="radio"/> Investiture of Ice	Cold immune; Fire resist; 10-ft rad dif. ter.; 1 a 15-ft cone all crea 4d6 Cold dmg, half speed, save half	Con	Trans	1 a	Self	V,S	Conc, 10 min	E	19
<input type="radio"/> Investiture of Stone	Nonmagical Bludg/Pierc/Slash resist; 1 a 15-ft rad all crea save or prone; move through earth/stone	Dex	Trans	1 a	Self	V,S	Conc, 10 min	E	19
<input type="radio"/> Investiture of Wind	Rngd wea atks dis. vs. you; fly 60 ft; 1 a 15-ft cube in 60 ft all 2d10 Bludg. dmg, push 10 ft, save half	Con	Trans	1 a	Self	V,S	Conc, 10 min	E	20
<input type="radio"/> Move Earth	Every 10 min of concentration, gradually reshape 40 cu ft of dirt, sand, or clay; see book	—	Trans	1 a	120 ft	V,S,M	Conc, 2 h	P	263
<input type="radio"/> Primordial Ward	Acid, Cold, Fire, Lightning, and Thunder resistance; use rea to gain 1 immunity for 1 rnd, spell ends	—	Abjur	1 a	Self	V,S	Conc, 1 min	E	21
<input type="radio"/> Sunbeam	60-ft long 5-ft wide all 6d8 Radiant dmg, 1 rnd blind; save halves and not blinded; 1 a for new line	Con	Evoc	1 a	60-ft line	V,S,M	Conc, 1 min	P	279
<input type="radio"/> Transport via Plants	For duration all can transport from a Large plant to a plant on the same plane that you have touched	—	Conj	1 a	10 ft	V,S	1 rnd	P	283
<input type="radio"/> Wall of Thorns	60×2×20ft (l×w×h) or 10-ft rad all 7d8+1d8/SL Piercing dmg; save halves; 1/4 move; see book	Dex	Conj	1 a	120 ft	V,S,M	Conc, 10 min	P	287
<input type="radio"/> Wind Walk	You + 10 willing creatures assume gaseous form with fly 300 ft, resist. to nonmagical dmg; see book	—	Trans	1 a	30 ft	V,S,M	8 h	P	288

## 7TH LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Fire Storm	10 connected 10-ft cubes all crea 7d10 Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	150 ft	V,S	Instantaneous	P	241
<input type="radio"/> Mirage Arcane	1 sq mile alter terrain illusion includes visible, audible, olfactory, tactile; can make difficult ter.; see B	—	Illus	10 min	Sight	V,S	10 days	P	260
<input type="radio"/> Plane Shift	You + 8 willing crea teleport to different plane; or spell attack save or transported to random plane	Cha	Conj	1 a	Touch	V,S,Mf	Instantaneous	P	266
<input type="radio"/> Regenerate	1 crea heals 4d8+15 hp and 1 hp/rnd for rest of duration; restores lost body parts in 2 min	—	Trans	1 min	Touch	V,S,M	1 h	P	271
<input type="radio"/> Reverse Gravity	50-ft rad 100-ft high everything falls upward; save to grab hold onto something solid	Dex	Trans	1 a	100 ft	V,S,M	Conc, 1 min	P	272
<input type="radio"/> Whirlwind	10-ft rad 30-ft high all crea 10d6 Bludg. dmg; save halves; restrains; 1 a move 30 ft; see book	Dex	Evoc	1 a	300 ft	V,M	Conc, 1 min	E	24

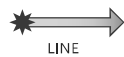
## 8TH LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Animal Shapes	Any willing creatures transform into up to Large CR4 beasts; retain Wis, Int, Cha, but nothing else	—	Trans	1 a	30 ft	V,S	Conc, 24 h	P	212
<input type="radio"/> Antipathy/Sympathy	Object or area up to 200-ft cube attracts or repels specific type of intelligent crea; save	Wis	Ench	1 h	60 ft	V,S,M	10 days	P	214
<input type="radio"/> Control Weather	Change current weather; changes take 1d4×10 min; change precipitation, temperature, wind, see B	—	Trans	10 min	5-mile rad	V,S,M	Conc, 8 h	P	228
<input type="radio"/> Earthquake	Cause an earthquake in a 100-ft rad, damaging structures and creating dangerous fissures, see book	—	Evoc	1 a	500 ft	V,S,M	Conc, 1 min	P	236
<input type="radio"/> Feeblemind	1 crea 4d6 Psychic dmg and save or and Cha become 1; extra save every 30 days to end spell	Int	Ench	1 a	150 ft	V,S,M	Instantaneous	P	239
<input type="radio"/> Sunburst	60-ft rad all 12d6 Radiant dmg, 1 min blind; save halves and not blinded; save at end of each turn	Con	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	279
<input type="radio"/> Tsunami	300×50×300ft (l×w×h) wall of water moves away at 50 ft/rnd; 6d10 Bludg. dmg; save halves; see B	Str	Conj	1 min	Sight	V,S	Conc, 6 rnd	P	284

## 9TH LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Foresight	1 willing crea can't be surprised; adv. on attacks, ability checks, and saves; dis. on attacks vs. target	—	Div	1 min	Touch	V,S,M	8 h	P	244
<input type="radio"/> Shapechange	Take form of creature with CR of CL or lower; keep Int, Wis, Cha and alignment; see book (1500gp)	—	Trans	1 a	Self	V,S,Mf	Conc, 1 h	P	274
<input type="radio"/> Storm of Vengeance	360-ft rad all save or 2d6 Thunder dmg and deafened for 5 min; intensifies every rnd; see book	Con	Conj	1 a	Sight	V,S	Conc, 1 min	P	279
<input type="radio"/> True Resurrection	Resurrects a creature, that has died in last 200 years, with new body; see book (25000gp cons.)	—	Necro	1 h	Touch	V,S,M+	Instantaneous	P	284

# PLAYER REFERENCE



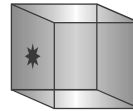
LINE



Point of Origin



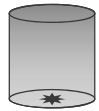
CONE



CUBE



SPHERE



CYLINDER

## AREA OF EFFECT

### ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

### CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

### DASH (ACTION)

Gain your speed as extra movement for this turn.

### DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

### DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

### ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

### HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

### HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

### OVERRUN (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

### READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readyng a spell requires concentration.

### SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

### TUMBLE (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

### USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

## COMBAT ACTIONS

(PHB 192)

### MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

### RANGED ATTACK (ONE ATTACK)

Normal attack up to normal range (first number). Disadvantage on the attack if a hostile is within 5 ft that is not incapacitated or the target is up to long range away (second number).

### TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

### DISARM (INSTEAD OF ONE ATTACK) (DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is being held by two or more hands. Larger opponents have advantage and smaller have disadvantage.

### GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

### MARK (WITH MELEE ATTACK) (DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

### SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

## ATTACK ACTION

(PHB 195)

HALF	+2 AC and Dex saving throws
3/4	+5 AC and Dex saving throws
TOTAL	Can't be targeted directly by attack or spell
COVER	(PHB 196)

### MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

### CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

### CRAWL (AT ½ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

### DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

### JUMP

After moving at least 10 feet on foot, you can jump you Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

### STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

## MOVEMENT

(PHB 182)

### FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

### FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

### WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

### FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

### SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

### SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

### LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

## ENVIRONMENT

(PHB 183)

LEVEL	EFFECT (CUMULATIVE)
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attacks / saves
4	Hit Point maximum halved
5	Speed reduced to 0
6	Death
EXHAUSTION (PHB 291)	

### 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 the source of fear is in sight. Can't willingly move closer to the source of fear.

### GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

### INCAPACITATED

Can't take actions or reactions.

### INVISIBLE

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have 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 ½ speed) or stand up (costs ½ 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.

## CONDITIONS

(PHB 290)

LIGHTLY OBSCURED	(dim light)	Disadvantage on sight Perception checks
HEAVILY OBSCURED	(darkness)	Effectively blinded (see conditions)
BLINDSIGHT		Out to range, perceive without sight.
DARKVISION		Out to range, treat dim light as bright light. Can't see colors.
TRUESIGHT		Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.

## LIGHT & VISION

(PHB 183)

PACE	MINUTE	HOURLY	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth
TRAVEL PACE (PHB 182)				