

Lashenel Lashenak

CHARACTER NAME

Druid/Circle of the Land 8

CLASS & LEVEL

Sage (Researcher)

BACKGROUND

Crawl IV GenCon

PLAYER NAME

Dragonborn/Green Dragon

RACE

Neutral Good

ALIGNMENT

EXPERIENCE POINTS

* Luckstone grants +1 to Ability Checks and Saving Throws

STRENGTH
12
+2*

DEXTERITY
12
+2*

CONSTITUTION
14
+3*

INTELLIGENCE
10
+1*

WISDOM
17
+4*

CHARISMA
13
+2*

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS *

- +2 Strength
- +2 Dexterity
- +3 Constitution
- +4 Intelligence
- +7 Wisdom
- +2 Charisma

SKILLS

- +1 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +3 Arcana (Int)
- +1 Athletics (Str)
- +1 Deception (Cha)
- +3 History (Int)
- +3 Insight (Wis)
- +1 Intimidation (Cha)
- 0 Investigation (Int)
- +3 Medicine (Wis)
- +3 Nature (Int)
- +3 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- 0 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +6 Survival (Wis)

13 ARMOR CLASS

+1 INITIATIVE

30 SPEED

Hit Point Maximum 67

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8 HIT DICE

SUCCESSES FAILURES DEATH SAVES

I am horribly, horribly awkward in social situations.

PERSONALITY TRAITS

Knowledge. The path to power and self-improvement is through knowledge. (Neutral)

IDEALS

I sold my soul for knowledge. I hope to do great deeds and win it back.

BONDS

Most people scream and run when they see a demon. I stop and take notes on its anatomy.

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Staff of Swarming Insects	+4	1d6 +1 bludgeoning
Sling	+4	1d4 +1 bludgeoning
Dagger	+4	1d4 +1 piercing
Breath Weapon	vs Con	3d6 poison (15' cone)
Wind Wall	vs Str	3d8 bludgeon (Special)
Heat Metal		2d8 fire
Flaming Sphere	vs Dex	2d6 Fire (5' reach)
Thunderwave	vs Con	2d8 thunder (15' cube)
Poison Spray	vs Con	2d12 poison (10', Con)
Produce Flame	+6	2d8 fire (30')

Draconic Ancestry (Green Dragon)

Damage Resistance (Poison)

Breath Weapon
You can use your action to exhale destructive energy (Poison, 15' cone). When you use your breath weapon, each creature in the area of the exhalation must make a Constitution saving throw (DC 13). A creature takes 3d6 damage on a failed save, and half as much damage on a successful one. After you use your breath weapon, you can't use it again until you complete a short or long rest.

Druidic
You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Wild Shape
You can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. You may choose from the following list of beasts: tiger, giant goat, squirrel (rat), giant eagle, and owl

Bonus Cantrip
When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice (chosen)

Land's Stride
Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

FEATURES & TRAITS

13 PASSIVE WISDOM (PERCEPTION)

Languages
Common, Draconic

Weapon
Dagger, Sickle, Spear, Mace, Quarterstaff, Sling, Javelin, Club, Scimitar, Dart

Armor
Light, Medium, Shields

Tools
Herbalism kit

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- CP Staff of Swarming Insects (O O O O O O O O O O)
- Stone of Good Luck (* stats adjusted)
- SP Potion of Healing (2: O O)
- Hide Armor
- EP Herbalism Kit
- EXPLORER'S PACK: backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50' hemp rope
- CP Ink, Pen, and 10 pieces of parchment
- PP



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CHARACTER NAME

25 years	5'8"	170 lbs.
AGE	HEIGHT	WEIGHT
Golden	Green Scales	None
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

Natural Recovery
You can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up). You can't use this feature again until you finish a long rest. For example, as an 8th-level druid, you can recover up to four levels worth of spell slots. You can recover either a 4th-level slot or two 2nd-level slots

GEAR & MAGIC ITEMS

Staff of Swarming Insects (Attuned)
This staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, a swarm of insects consumes and destroys the staff, then disperses.
Spells: While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *giant insect* (4 charges) or *insect plague* (5 charges).
Insect Cloud: While holding the staff, you can use an action and expend 1 charge to cause a swarm of harmless flying insects to spread out in a 30-foot radius from you. The insects remain for 10 minutes, making the area heavily obscured for creatures other than you. The swarm moves with you, remaining centered on you. A wind of at least 10 miles per hour disperses the swarm and ends the effect.

Stone of Good Luck (Luckstone; Attuned)
While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws. Stats have been adjusted (*); if stone is removed, reduce Ability checks and saving throws by -1.

Potion of Healing (2)
Gain 2d4+2 hp

ADDITIONAL FEATURES & TRAITS

TREASURE



Druid

SPELLCASTING CLASS

Wis

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

0

CANTRIPS

- Resistance
- Poison Spray (10', Con sv.; poison)
- Produce Flame (30', 2d8 fire; 10'/10' lt)

3

3

- Sleet Storm (cylinder 20' tall/40' rad)
- Dispel Magic
- Wind Wall

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- Entangle
- Healing Word (heal 1d4+3 hp)
- Thunderwave (2d8 thunder, 15' cube)
- Faerie Fire (20' cube, 10' dim light)

4

2

- Conjure Minor Elementals
- Confusion

7

2

3

- Flaming Sphere (2d6 fire, Dex half)
- Heat Metal (2d8 fire)
- Find Traps (120', LOS)

5

8

9

SPELLS KNOWN