

## Inara Serradon

CHARACTER NAME

Wizard 3 / Druid 2

CLASS & LEVEL

High Elf

RACE

Acolyte

BACKGROUND

Chaotic good

ALIGNMENT

Mark

PLAYER NAME

2190

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

+3

16

WISDOM

+1

12

CHARISMA

-1

8

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ 0 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☒ +6 Intelligence
- ☒ +4 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +6 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +3 History (Int)
- ☒ +4 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☒ +6 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +3 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☒ +6 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 16

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d6 + 2d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I use polysyllabic words that convey the impression of erudition. Also, I've spent so long in the temple that I have little experience dealing with people on a casual basis.

PERSONALITY TRAITS

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

IDEALS

The tome I carry with me is the record of my life's work so far, and no vault is secure enough to keep it safe.

BONDS

I'll do just about anything to uncover historical secrets that would add to my research.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greatsword

+0

2d6/s

Longsword

+3

1d8/s

Armor: None

Shield: None

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light crossbows, shortwords, daggers, darts, quarterstaves, longbows, shortbows, slings, longwords.

Languages:

Common, Elvish, Draconic, Dwarvish, Goblin.

OTHER PROFICIENCIES & LANGUAGES

CP

316

SP

283

EP

28

GP

125

PP

0

Gallon of ale, red cloak, shortsword, longsword, jar of salt, vodka (500mL), potion of vitality, wand of magic missiles (7/7), component pouch, spellbook, backpack, bottle of ink, ink pen, 10 sheets of parchment, small knife, tome of historical lore, holy symbol, prayer book, set of common clothes, pouch.

EQUIPMENT

Spellcasting Ability: Intelligence is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells.

Arcane Recovery: You can regain some of your magical energy by studying your spellbook. Once per day during a short rest, you can choose to recover expended spell slots with a combined level equal to or less than half your wizard level (rounded up).

Darkvision: You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance: Elves don't need to sleep. They meditate deeply, remaining semiconscious, for 4 hours a day and gain the same benefit a human does from 8 hours of sleep.

Shelter of the Faithful: As a servant of Oghma, you command the respect of those who share your faith, and you can perform the rites of Oghma. You and your companions can expect to receive free healing and care at a temple, shrine, or other established presence of Oghma's faith.

Those who share your religion will support you (and only you) at a modest lifestyle. You also have ties to the temple of Oghma in Neverwinter, where you have a residence. When you are in Neverwinter, you can call upon the priests there for assistance that won't endanger them.

FEATURES & TRAITS



# Wizard 3

SPELLCASTING CLASS

INT

14

+6

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

- Druidcraft
- Mage Hand
- Poison Spray
- Prestidigitation
- Ray of Frost
- Shillelagh
- Shocking Grasp

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- PREPARED
- SPELL NAME
- ☐ Burning Hands
  - ☒ Create or Destroy Water
  - ☒ Cure Wounds
  - ☐ Detect Magic (R)
  - ☒ Entangle (C)
  - ☒ False Life
  - ☒ Mage Armor
  - ☐ Magic Missile
  - ☒ Ray of Sickness
  - ☒ Shield
  - ☒ Sleep
  - ☒ Speak with Animals (R)

2

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- ☒ Blindness/Deafness
- ☐
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Druid 2

WIS

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

- Druidcraft
- Mage Hand
- Poison Spray
- Prestidigitation
- Ray of Frost
- Shillelagh
- Shocking Grasp

SPELL LEVEL

SLOTS TOTAL

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1

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- SPELL NAME
- ☐ Burning Hands
  - ☒ Create or Destroy Water
  - ☒ Cure Wounds
  - ☐ Detect Magic (R)
  - ☒ Entangle (C)
  - ☒ False Life
  - ☒ Mage Armor
  - ☐ Magic Missile
  - ☒ Ray of Sickness
  - ☒ Shield
  - ☒ Sleep
  - ☒ Speak with Animals (R)

2

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- ☒ Blindness/Deafness
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SPELLS KNOWN

# Spells and Incantations

Inara Serradon

## Blindness/Deafness

*Necromancy Level 2*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V

**Duration:** 1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

## Burning Hands

*Evocation Level 1*

**Casting Time:** 1 action

**Range:** Self (15 foot cone)

**Components:** V, S

**Duration:** Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

## Create or Destroy Water

*Transmutation Level 1*

**Casting Time:** 1 action

**Range:** 30 ft (30 ft cube)

**Components:** V, S, M (a drop of water if creating water or a few grains of sand if destroying it)

**Duration:** instantaneous

You either create or destroy water.

**Create Water.** You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

**Destroy Water.** You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

## Cure Wounds

*Evocation Level 1*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

**Duration:** Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

## Detect Magic

*Divination Level 1 (ritual)*

**Casting Time:** 1 action

**Range:** Self (30 feet)

**Components:** V, S

**Duration:** Concentration, Up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## Druidcraft

*Transmutation Cantrip*

**Casting Time:** 1 action

**Range:** 30 ft

**Components:** V, S

**Duration:** instantaneous

You create one of the following effects within range:

- You create a harmless sensory effect that predicts what the weather will be for the next 24 hours. This effect persists for 1 round.
- You make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create a harmless nature-related

sensory effect. The effect must fit in a 5-foot cube. - You light or put out a small flame.

## Entangle

*Conjuration Level 1 (concentration)*

**Casting Time:** 1 action

**Range:** 90 ft (20 ft area)

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

## False Life

*Necromancy Level 1*

**Casting Time:** 1 action

**Range:** Self (30 feet)

**Components:** V, S, M (A small amount of alcohol or distilled spirits)

**Duration:** 1 hour

Bolstering yourself with a necromantic facsimile of life, you gain 1d4+4 temporary hit points for the duration.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

## Mage Armor

*Abjuration Level 1*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (A piece of cured leather)

**Duration:** 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

## Mage Hand

*Conjuration Cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you

dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magical items, or carry more than 10 pounds.

## Magic Missile

*Evocation Level 1*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4+1 force damage to its target. The darts all strike simultaneously and you can direct them to hit one creature or several.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot above 1st.

## Poison Spray

*Conjuration Cantrip*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

**Duration:** Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage. This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

## Prestidigitation

*Transmutation Cantrip*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range.

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. - You instantaneously light or snuff out a candle, a torch, or a small campfire. - You instantaneously clean or soil an object no larger than 1 cubic foot. - You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. - You make a color, a small mark, or a

symbol appear on an object or a surface for 1 hour. - You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

## Ray of Frost

*Evocation Cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## Ray of Sickness

*Necromancy Level 1*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

## Shield

*Abjuration Level 1*

**Casting Time:** 1 reaction

**Range:** Self

**Components:** V, S

**Duration:** 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

## Shillelagh

*Transmutation Cantrip*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S, M (mistletoe, a shamrock leaf, and a club or quarterstaff)

**Duration:** 1 minute

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

## Shocking Grasp

*Evocation Cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## Sleep

*Enchantment Level 1*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (A pinch of fine sand, rose petals, or a cricket)

**Duration:** 1 minutes

This spell sends creatures into a magical slumber. Roll 5d8, the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

## Speak with Animals

*Divination Level 1 (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

# Wild Shapes

Inara Serradon

## Known Beasts

Ankylosaurus, Ape, Crocodile, Giant eagle, Wolf

## Wolf

### Medium beast, unaligned

Armor Class	Hit Points	Speed
13	(2d8+2)	40

STR	DEX	CON
12 (+1)	15 (+2)	12 (+1)

**Skills:** Perception +3, Stealth +4

**Senses:** Passive Perception 13

**Languages:**

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated. Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone

## Crocodile

### Large beast, unaligned

Armor Class	Hit Points	Speed
12	(3d10+3)	30 30 swim

STR	DEX	CON
15 (+2)	10 (0)	13 (+1)

**Skills:** Stealth +2

**Senses:** Passive perception 10

**Languages:**

**Hold Breath:** The crocodile can hold its breath for 15 minutes.

**Bite:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10+2) piercing damage, and the target is Grappled (escape DC 12). Until this grapple ends, the target is Restrained, and the crocodile can't bite another target.

## Ape

### Medium beast, unaligned

Armor Class	Hit Points	Speed
12	(3d8+6)	30

STR	DEX	CON
16 (+3)	14 (+2)	14 (+2)

**Skills:** Athletics +5, Perception +3

**Senses:** Passive perception 13

**Languages:**

**Multiattack:** The ape makes two fist attacks.

**Fist:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

**Rock:** *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

## Giant eagle

### Large beast, neutral good

Armor Class	Hit Points	Speed
13	(4d10+4)	10 80 fly

STR	DEX	CON
16 (+3)	17 (+3)	13 (+1)

**Skills:** Perception +4

**Senses:** Passive perception 14

**Languages:** Giant Eagle, understands common and Auran but can't speak.

A giant eagle is a noble creature that speaks its own language and understands Speech in the Common tongue. A mated pair of giant eagles typically has up to four eggs or young in their nest (treat the young as normal eagles).

**Keen Sight:** The eagle has advantage on Wisdom (Perception) checks that rely on sight.

**Multiattack:** The eagle makes two attacks: one with its beak and one with its talons.

**Beak:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Talons:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.



# Ankylosaurus

## Huge beast, unaligned

Armor Class	Hit Points	Speed
15	(8d12+16)	30

STR	DEX	CON
19 (+4)	11 (0)	15 (+2)

### Skills:

**Senses:** Passive perception 11

### Languages:

Thick armor plating covers the body of the plant-eating dinosaur ankylosaurus, which defends itself against predators with a knobbed tail that delivers a devastating strike.

**Tail:** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6+4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.