





Izoni

CHARACTER NAME

AGE

Green

EYES

HEIGHT

Copper

SKIN

WEIGHT

Black

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

UNDERCITY PATHS:

- Knows Hidden, Underground pathways. Can travel through cities twice as fast if traveling underground.

FEAT - Observant

- WIS +1

- Can read lips of speaking creature if we can see mouth and speaking a language we understand

- +5 bonus to passive WIS / INT

TREASURE

# Druid

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

0

## CANTRIPS

Druidcraft

Infestation (XGE)

Dancing Lights (Race)

Chill Touch (2nd Level)

Mold Earth (4th Level)

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

- Entangle (recommended prep spell)
- Ray of Sickness (recommended prep spell)
- Cure Wounds (recommended prep spell)

2

- Spider Climb (recommended prep spell)
- 
- 
- Blindness/Deafness (Gain at 3rd Level Circle Spores)
- Gentle Repose (Ritual) (Gain at 3rd Level Circle Spores)

3

- 
- 
- Conjure Animals (recommended prep spell)
- Erupting Earth (XGE) (recommended prep spell)
- 
- 
- Gaseous Form (Gain at 5th Level Circle Spores)
- Animate Dead (Gain at 5th Level Circle Spores)

4

- 
- Blight (recommended prep spell)
- Polymorph (recommended prep spell)
- Giant Insect (recommended prep spell)
- 
- Blight (Gain at 7th Level Circle Spores)
- Confusion (Gain at 7th Level Circle Spores)

5

- Insect Plague (recommended prep spell)
- 
- 
- 
- Cloudkill (Gain at 9th Level Circle Spores)
- Contagion (Gain at 9th Level Circle Spores)

6

## Add to Druid Spell List

- C: Spare the Dying, Dancing Lights
- 1: Ray of Sickness
- 2: Ray of Enfeeblement, Spider Climb
- 3: Animate Dead
- 4:
- 5: Cloudkill

7

- 
- Faerie Fire - Once Per Day (Race - 3rd Level)
- Darkness - Once Per Day (Race - 5th Level)

8

9

SPELLS KNOWN