

**Malachi Moonriver**

CHARACTER NAME

Druid 20  
CLASS & LEVEL

Sailor  
BACKGROUND

Joe Lastowski  
PLAYER NAME

Human  
RACE

True Neutral  
ALIGNMENT

355,000  
EXPERIENCE POINTS

+6 PROFICIENCY BONUS

INSPIRATION

10  
--  
STRENGTH

0 SAVING THROWS  
6 ATHLETICS

14  
+2  
DEXTERITY

8 SAVING THROWS  
2 ACROBATICS  
2 SLEIGHT OF HAND  
2 STEALTH

16  
+3  
CONSTITUTION

9 SAVING THROWS

10  
--  
INTELLIGENCE

6 SAVING THROWS  
0 ARCANA  
0 HISTORY  
6 INVESTIGATION  
6 NATURE  
0 RELIGION

20  
+5  
WISDOM

11 SAVING THROWS  
5 ANIMAL HANDLING  
0 INSIGHT  
11 MEDICINE  
11 PERCEPTION  
11 SURVIVAL

10  
--  
CHARISMA

0 SAVING THROWS  
0 DECEPTION  
0 INTIMIDATION  
0 PERFORMANCE  
0 PERSUASION

21 PASSIVE WISDOM (PERCEPTION)

17 ARMOR CLASS  
+2 INITIATIVE  
30ft SPEED

HIT POINT MAXIMUM 163  
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 20d8  
HIT DICE

SUCCESSSES  
FAILURES  
DEATH SAVES

I work hard and do nothing half-way. If something is worth doing, it is worth succeeding at.

PERSONALITY TRAITS

MASTERY: Only the fittest will survive.

IDEALS

I slaughtered the pirate/whaling crew that introduced me to the sea.

BONDS

My pride will probably lead to my destruction.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Scimitar+1	+9	1d6+3
T.Whip (m30)	+11	4d6
P.Flame (r30)	+11	4d8 fire

Thorn Whip (VSM) also pulls Large or smaller target 10 ft on hit

Produce Flame (VS) has 10 min duration if not thrown, bright light 10 ft, dim light 10 more ft., does not hurt me or allies.

ATTACKS & SPELLCASTING

HUMAN (Alt) +1 Wis, +1 Con, +1 Skill, +1 feat  
F1: War Caster... Adv on Con saves to Concentrate, spells as OAs  
F4: Sentinel... OAs make speed 0, Even Disengaging foes provoke, Attack w/in 5 not on me provokes  
F8: Resilient... +1 Con, Prof on Con saves  
F12: Resilient... +1 Dex, Prof on Dex saves  
F16: Wis +2  
F19: Wis +2

BAD REPUTATION: Mal can get away with minor crimes in most port cities, as folks know what he did to that pirate crew that first kidnapped him & killed his family.

MOON CIRCLE DRUID... better forms, WS as Bonus, attacks considered magical, Elemental WS, Alter Self at will

TIMELESS BODY: 10 yrs = 1 yr for me

BEAST SPELLS: Cast in WS form, but cannot provide material components

ARCHDRUID: WS unlimited # of times, 10 hrs/form

FEATURES & TRAITS

- Navigator's Tools, Vehicles (water)
- herbalism kit
- light, med armor & shields (no metal)
- clubs, daggers, darts, javelins, slings
- maces, q.staffs, scimitars, sickles, spears

Common, Elven, Druidic

OTHER PROFICIENCIES & LANGUAGES

- Insignia of Claws... +1 att/dam to natural & unarmed attacks
- +1 scimitar (silvered) 1d6+1
- wooden shield (+2 AC)
- bag of holding (with unique & costly spell components)
- 50 ft silk rope, lucky mermaid's scale, common clothes
- Navigator's Tools
- Silver sickle (divine focus)
- +1 hide armor AC 13+Dex
- Herbalism Kit
- component bag
- Keelboat "The Green Predator"

EQUIPMENT & CHARACTER NOTES



# Malachi Moonriver, Druid 20

SPELLCASTING CLASS

Wis +5

SPELLCASTING ABILITY

19

SPELL SAVE DC

+11

SPELL ATTACK BONUS

**0** **CANTRIPS**

- Druidcraft (WS)
- Produce Flame (WS)
- Guidance (WS)
- Thorn Whip

SPELL LEVEL      SLOTS TOTAL      SLOTS EXPENDED

**1**      **4**

PREPARED      SPELL NAME

- Healing Word (WS)
- Cure Wounds (WS)
- Detect Magic (WS)
- Speak w/ Animals (WS)

**2**      **4**

- Enhance Ability
- Lesser Restoration (WS)
- Moonbeam

**3**      **3**

- Call Lightning (WS)
- Dispel Magic (WS)
- Meld Into Stone (WS)

**4**      **3**

- Freedom of Movement
- Ice Storm
- Grasping Vine (WS)

**5**      **3**

- Greater Restoration
- Mass Cure Wounds (WS)
- Conjure Elemental

**6**      **2**

- Heal (WS)
- Sunbeam

**7**      **2**

- Firestorm (WS)
- Regenerate
- Plane Shift

**8**      **1**

- Feblemind
- Sunburst

**9**      **1**

- Shapechange
- True Resurrection

SPELLS KNOWN

Magic Items of Note: Insignia of Claws... +1 att/dam of natural attacks, bonus included in listed stats

<b>MAMMOTH</b>		<u>AC</u> 13	<u>HP</u> 126	<b>Senses:</b> Normal	<b>Special:</b> Trampling Charge: If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a <b>DC 18</b> Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.		
Strength	24	+6	◇ +6 Saving Throws ● +12 Athletics	<b>Movement:</b> 40 ft		<b>Size:</b> Huge	
Dexterity	9	-1	◆ +5 Saving Throws ○ -1 Acrobatics ○ -1 Sleight of Hand ○ -1 Stealth	<b>Notes:</b> -Good for opening charge -Highest AC of available forms			
Constitution	21	+5	◆ +11 Saving Throws (adv when Concentrating)				
<b>Attack</b>	<b>ToHit</b>	<b>Dam</b>	<b>Special</b>	<b>Attack</b>	<b>ToHit</b>	<b>Dam</b>	<b>Special</b>
Gore	+11	4d8+8	Reach 10 ft	Stomp	+11	4d10+8	vs. Prone only

<b>GIANT CROCODILE</b>		<u>AC</u> 14	<u>HP</u> 85	<b>Senses:</b> Normal	<b>Special:</b> MULTIATTACK: 1 bite + 1 tail HOLD BREATH: 30 min		
Strength	21	+5	◇ +5 Saving Throws ● +11 Athletics	<b>Movement:</b> 30 ft, swim 50 ft		<b>Size:</b> Huge	
Dexterity	9	-1	◆ +5 Saving Throws ○ -1 Acrobatics ○ -1 Sleight of Hand ○ -1 Stealth	<b>Notes:</b> Excellent lock-down form, since grapple also restrains (adv on attacks vs. target, disadv on Dex saves, Move=0)			
Constitution	17	+3	◆ +9 Saving Throws (adv when Concentrating)				
<b>Attack</b>	<b>ToHit</b>	<b>Dam</b>	<b>Special</b>	<b>Attack</b>	<b>ToHit</b>	<b>Dam</b>	<b>Special</b>
Bite	+9	3d10+6	Also grapples (restrained)... its Athl/Acro vs my Athletics	Tail	+9	2d8+6	Reach 10 ft, <b>DC 16 Str</b> save or target prone; target cannot already be grappled by me

<b>GIANT CONSTRICTOR SNAKE</b>		<u>AC</u> 12	<u>HP</u> 60	<b>Senses:</b> Blindsight 10 ft	<b>Special:</b>		
Strength	19	+4	◇ +4 Saving Throws ● +10 Athletics	<b>Movement:</b> 30 ft, swim 30 ft		<b>Size:</b> Huge	
Dexterity	14	+2	◆ +8 Saving Throws ○ +2 Acrobatics ○ +2 Sleight of Hand ○ +2 Stealth	<b>Notes:</b> Mostly inferior to Giant Croc, except that it can repeatedly bite creatures it's grappling & has blindsight			
Constitution	12	+1	◆ +7 Saving Throws (adv when Concentrating)				
<b>Attack</b>	<b>ToHit</b>	<b>Dam</b>	<b>Special</b>	<b>Attack</b>	<b>ToHit</b>	<b>Dam</b>	<b>Special</b>
Bite	+7	2d6+5	Reach 10 ft	Constrict	+7	2d8+5	Also grapples (restrained)... its Athl/Acro vs my Athletics

Magic Items of Note: Insignia of Claws... +1 att/dam of natural attacks, bonus included in listed stats

<b>EARTH ELEMENTAL</b>		<b>AC</b> 17	<b>HP</b> 126	<b>Senses:</b> Darkvision 60 ft Tremorsense 60 ft	<b>Special:</b> MULTI-ATTACK: 2 slam attacks IMMUNE: exhaustion, paralyzed, petrified, poisoned, unconscious, Poison Damage RESISTANCE: bludgeoning, piercing, and slashing from nonmagical weapons VULNERABLE: thunder
Strength	20	+5	◇ +5 Saving Throws ● +11 Athletics	<b>Movement:</b> 30 ft, burrow 30 ft	<b>Size:</b> Large
Dexterity	8	-1	◆ 5 Saving Throws ○ -1 Acrobatics ○ -1 Sleight of Hand ○ -1 Stealth	<b>Notes:</b> -Highest AC & HP of available forms -Great damage soaker - Bad vs. thunder critters	
Constitution	20	+5	◆ +11 Saving Throws (adv when Concentrating)		
<b>Attack</b>	<b>ToHit</b>	<b>Dam</b>	<b>Special</b>	EARTHGLIDE: move through nat stone/earth w/out disturbing it	
Slam	+9	2d8+6	Reach 10 ft,	SEIGE MONSTER: double damage to structures	

<b>AIR ELEMENTAL</b>		<b>AC</b> 15	<b>HP</b> 90	<b>Senses:</b> Darkvision 60 ft	<b>Special:</b> MULTI-ATTACK: 2 slam attacks IMMUNE: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious, Poison Dmg RESISTANCE: lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons AIR FORM: The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.
Strength	14	+2	◇ +2 Saving Throws ● +8 Athletics	<b>Movement:</b> 0 ft, fly 90 ft (hover)	<b>Size:</b> Large
Dexterity	20	+5	◆ +11 Saving Throws ○ +5 Acrobatics ○ +5 Sleight of Hand ○ +5 Stealth	<b>Notes:</b> - Throw option vs any size creature  WHIRLWIND (Recharge 4–6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.	
Constitution	14	+2	◆ +8 Saving Throws (adv when Concentrating)		
<b>Attack</b>	<b>ToHit</b>	<b>Dam</b>	<b>Special</b>	<b>Attack</b>	
Slam	+9	2d8+6		Whirlwind (see above)	

Magic Items of Note: Insignia of Claws... +1 att/dam of natural attacks, bonus included in listed stats

<b>FIRE ELEMENTAL</b>		<b>AC</b> 13	<b>HP</b> 102	<b>Senses:</b> Darkvision 60 ft	<b>Special:</b> MULTI-ATTACK: 2 touch attacks <b>IMMUNE:</b> exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious, Poison & Fire Dmg <b>RESISTANCE:</b> bludgeoning, piercing, and slashing from nonmagical weapons <b>ILLUMINATION:</b> The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet. <b>WATER SUSCEPTIBILITY:</b> For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.
Strength	10	--	◇ +0 Saving Throws ● +6 Athletics	<b>Movement:</b> 50 ft	<b>Size:</b> Large
Dexterity	17	+3	◆ +9 Saving Throws ○ +3 Acrobatics ○ +3 Sleight of Hand ○ +3 Stealth	<b>Notes:</b> - Ignite ‘em any way possible, wastes their Action	
Constitution	16	+3	◆ +9 Saving Throws (adv when Concentrating)	<b>FIRE FORM:</b> The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature’s space and stop there. The first time it enters a creature’s space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.	
<b>Attack</b>	<b>ToHit</b>	<b>Dam</b>	<b>Special</b>		
Touch	+7	2d6+4 fire	If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.		

<b>WATER ELEMENTAL</b>		<b>AC</b> 14	<b>HP</b> 114	<b>Senses:</b> Darkvision 60 ft.	<b>Special:</b> MULTI-ATTACK: 2 slam attacks <b>IMMUNE:</b> exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious, Poison Dmg <b>RESISTANCE:</b> bludgeoning, piercing, and slashing from nonmagical weapons, acid <b>WATER FORM:</b> The elemental can enter a hostile creature’s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. <b>FREEZE:</b> If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.
Strength	18	+4	◇ +4 Saving Throws ● +10 Athletics	<b>Movement:</b> 30 ft, swim 90 ft	<b>Size:</b> Large
Dexterity	14	+2	◆ +8 Saving Throws ○ +2 Acrobatics ○ +2 Sleight of Hand ○ +2 Stealth	<b>Notes:</b> Bad vs Ice critters	
Constitution	18	+4	◆ +10 Saving Throws (adv when Concentrating)	<b>WHELM (Recharge 4–6).</b> Each creature in the elemental’s space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental’s space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental’s turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.	
<b>Attack</b>	<b>ToHit</b>	<b>Dam</b>	<b>Special</b>		
Slam	+8	2d8+5	<b>Attack</b> Whelm (see above)		