

Bazzert (copy)

CHARACTER NAME

Circle of the Land (Swam...

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Elf

chaotic neutral

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

2

14

CONSTITUTION

0

10

INTELLIGENCE

-1

9

WISDOM

0

11

CHARISMA

1

12

INSPIRATION

3

PROFICIENCY BONUS

- ☐ 0 Strength
- ☐ 2 Dexterity
- ☐ 0 Constitution
- ☒ 2 Intelligence
- ☒ 3 Wisdom
- ☐ 1 Charisma

SAVING THROWS

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

SKILLS

13

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

12

ARMOR CLASS

2.14

INITIATIVE

40

SPEED

Hit Point Maximum 33

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

CARD: ANY QUESTION ANSWERED

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK	DAMAGE/TYPE
Coral Staff wit...	+3	1d6+1 Magic
Produce Flame	+3	2d8 Fire
Acid Arrow	+3	4d4 Acid + 2d...
Soul Dagger	+3	0
T-Rex Monstr...	+10	4d12+7

ATTACKS & SPELLCASTING

CP	SP	EP	GP	PP
			0	


- 1 Wooden Shield
- 1 Quarter Staff
- 1 Leather Armour
- 1 Coral Staff with Pixie Crystal
- 3 Health Potions 2d4+4
- 1 Sleep Crown
- 1 Book - Forgein Language

EQUIPMENT

- Wild Shape
- Natural Recovery
- Darkvision
- Druid Book
- Land's Stride
- Trance
- Fey Ancestry
- Ritual Casting
- Wild Companion
- Drakem's Cloak
- Mobile
- Castle

FEATURES & TRAITS

[illegible]



SPELLCASTING CLASS

WISDOM

SPELLCASTING ABILITY

11

SPELL SAVE DC

3

SPELL ATTACK BONUS

0

CANTRIPS

- Produce Flame
- Guidance
- Shillelagh
- Resistance

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- ☐ Speak with Animals
- ☐ Entangle
- ☐ Cure Wounds
- ☐ Thunderwave

2

3

- ☐ Moonbeam
- ☐ Spike Growth
- ☐ Enhance Ability
- ☐ Acid Arrow
- ☐ Darkness

3

3

- ☐ Wind Wall
- ☐ Call Lightning
- ☐ Conjure Animals
- ☐ Water Walk
- ☐ Stinking Cloud

4

2

- ☐ Conjure Woodland Beings
- ☐ Stone Shape
- ☐ Freedom of Movement
- ☐ Locate Creature

5

0

6

0

7

0

8

0

9

0

# FEATURES & TRAITS

## Wild Shape

Starting at 2nd Level, 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.

speed

2nd 1/4 No flying or swimming

4th 1/2 No flying

8th 1 Giant Eagle

## Natural Recovery

Natural Recovery

Starting at 2nd level, 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), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

## Darkvision

Darkvision: Accustomed to twilit forests and the night sky, you have superior vision in dark and dim Conditions. You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only Shades of Gray.

## Druid Book

How to kill Gods:

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\*Formulate a plan

\*It is disrespectful to kill an immortal deity without a well thought out plan of action

\*Stay up late. One often gets the best or worst ideas when one is on the brink of sleep deprivation and insanity

\*Seek help from others (no not the therapeutic kind)

\*There are several people that want to kill gods, you are not alone

## Land's Stride

Starting at 6th level, 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.

## Trance

Trance: Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After Resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

## Fey Ancestry

Fey Ancestry: You have advantage on Saving Throws against being Charmed, and magic can't put you to sleep.

## Ritual Casting

Ritual Casting

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared. 10 min preparation

Water Walk, Speak with Animals

## Wild Companion

Level 2: Wild Companion

At 2nd level, you learn to use your magic to create a powerful bond with a creature of the natural world.

With 8 hours of meditation, you call forth a beast from the wilderness to serve as your faithful companion. At the end of the 8 hours, your animal companion appears. The animal you select must be native to the locale you presently inhabit. Alternatively, you may spend 1 hour connecting with a friendly beast that you touch. You can have only one animal companion at a time.

Your druid level determines the beasts you can connect with, as shown in the Companion table.

## Drakem's Cloak

Drakem's Cloak

2:  
steel mirror  
hempen rope(50 feet, coiled)  
sack  
portable ram  
wooden ladder(24 feet)

1:  
dagger - put it in somebody  
rowboat (12 feet long)  
bullseye lantern(filled and lit)  
10-foot pole

## Mobile

You are exceptionally speedy and agile. You gain the following benefits:

Your speed increases by 10 feet.

When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.

When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

## Castle

ancient keep in jade forest, aods conclave

# SPELLS

## Produce Flame

conjuration cantrip

**Casting Time:** 10

**Range:** 30+Self

**Target:** 10

**Components:** V S M

**Duration:**

**Description:**

Produce Flame

cantrip conjuration

Casting Time: 1 action

Range: Self

Components: V S

Duration: 10 minutes

Classes: Druid

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

2d8 at lvl 5

## Guidance

abjuration cantrip

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:** V S M

**Duration:**

**Description:**

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

## Shillelagh

enchantment cantrip

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:** V S M

**Duration:**

**Description:**

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.

## Resistance

abjuration cantrip

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:** V S M

**Duration:**

**Description:**

Resistance

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a miniature cloak)

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

## Speak with Animals

abjuration 1

**Casting Time:** 10

**Range:** self

**Target:** 10

**Components:** V S M

**Duration:**

**Description:**

Speak With Animals

1 divination

Casting Time: 1 action

Range: Self, Ritual

Components: V S

Duration: 10 minutes

Classes: Bard, Druid, Ranger

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.

## Entangle

abjuration 1

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:** V S M

**Duration:**

**Description:**

Entangle

1st-level conjuration

Casting Time: 1 action

Range: 90 feet

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.

**Cure Wounds**

abjuration 1

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:** V S M

**Duration:**

**Description:**

Cure Wounds

1st-level evocation

Casting Time: 1 action

Range: Touch

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.

**Thunderwave**

abjuration 1

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:** V S M

**Duration:**

**Description:**

Thunderwave

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

A wave of thunderous force sweeps out from you.

Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

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.

**Moonbeam**

abjuration 2

**Casting Time:** 10

**Range:** 120

**Target:** 10

**Components:** V S M

**Duration:**

**Description:**

Moonbeam

2 evocation

Casting Time: 1 action

Range: 120 feet

Components: V S M (Several seeds of any moonseed plant and a piece of opalescent feldspar)

Duration: Up to 1 minute

Classes: Druid

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam 60 feet in any direction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

**Spike Growth**

abjuration 2

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:** V S M

**Duration:**

**Description:**

Spike Growth

2nd-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (seven sharp thorns or seven small twigs, each sharpened to a point)

Duration: Concentration, up to 10 minutes

The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

**Enhance Ability**

abjuration 2

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:** V S M

**Duration:**

**Description:**

Enhance Ability

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (fur or a feather from a beast)

Duration: Concentration, up to 1 hour.

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends.

Bear's Endurance. The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

Bull's Strength. The target has advantage on Strength checks, and his or her carrying capacity doubles.

Cat's Grace. The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

Eagle's Splendor. The target has advantage on Charisma checks.

Fox's Cunning. The target has advantage on Intelligence checks.

Owl's Wisdom. The target has advantage on Wisdom checks.

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.

**Acid Arrow**

abjuration 2

**Casting Time:** 10

**Range:** 90

**Target:** 10

**Components:**

**Duration:**

**Description:**

Circe of Land (Swamp)

LEVEL 2nd

CASTING TIME 1 Action

RANGE/AREA 90 ft

COMPONENTS V, S, M \*

DURATION Instantaneous

SCHOOL Evocation

ATTACK/SAVE Ranged

DAMAGE/EFFECT Acid (...)

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

**Darkness**

evocation 2

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:**

**Duration:**

**Description:**

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, M (bat fur and a drop of pitch or piece of coal)

Duration: Concentration, up to 10 minutes

Magical darkness spreads from a point you choose within range to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

**Wind Wall**

abjuration 3

**Casting Time:** 10**Range:** 10**Target:** 10**Components:** V S M**Duration:****Description:**

Wind Wall

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a tiny fan and a feather of exotic origin)

Duration: Concentration, up to 1 minute

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration. When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

**Call Lightning**

abjuration 3

**Casting Time:** 10**Range:** 10**Target:** 10**Components:** V S M**Duration:****Description:**

Call Lightning

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see 100 feet directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud).

When you cast the spell, choose a point you can see within range. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one. If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each slot level above 3rd.

**Conjure Animals**

abjuration 3

**Casting Time:** 10**Range:** 10**Target:** 10**Components:** V S M**Duration:****Description:**

Conjure Animals

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

One beast of challenge rating 2 or lower  
Two beasts of challenge rating 1 or lower  
Four beasts of challenge rating 1/2 or lower  
Eight beasts of challenge rating 1/4 or lower  
Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.



**Water Walk**

abjuration 3

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:**

**Duration:**

**Description:**

Circle of Land (Swamp)

LEVEL 3rd

CASTING TIME 1 Action Ritual

RANGE/AREA 30 ft

COMPONENTS V, S, M \*

DURATION 1 Hour

SCHOOL Transmutation

ATTACK/SAVE None

DAMAGE/EFFECT Movement

This spell grants the ability to move across any liquid surface--such as water, acid, mud, snow, quicksand, or lava--as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

**Stinking Cloud**

conjunction 3

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:**

**Duration:**

**Description:**

3rd-level conjunction

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a rotten egg or several skunk cabbage leaves)

Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Spell Lists. Bard, Sorcerer, Wizard

**Conjure Woodland Beings**

abjuration 4

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:** V S M

**Duration:**

**Description:**

Conjure Woodland Beings

4th-level conjunction

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (one holly berry per creature summoned)

Duration: Concentration, up to 1 hour

You summon fey creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

One fey creature of challenge rating 2 or lower  
Two fey creatures of challenge rating 1 or lower  
Four fey creatures of challenge rating 1/2 or lower  
Eight fey creatures of challenge rating 1/4 or lower  
A summoned creature disappears when it drops to 0 hit points or when the spell ends.  
The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.  
The GM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

**Stone Shape**

abjuration 4

**Casting Time:** 10

**Range:** 10

**Target:** 10

**Components:** V S M

**Duration:**

**Description:**

Stone Shape

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (soft clay, which must be worked into roughly the desired shape of the stone object)

Duration: Instantaneous

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

**Freedom of Movement**

abjuration 4

**Casting Time:** 1 action

**Range:** Touch

**Target:** A willing creature

**Components:**

**Duration:** 1 hour

**Description:**

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained. The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

**Locate Creature**

divination 4

**Casting Time:** 1 action

**Range:** Self

**Target:** Self

**Components:**

**Duration:** ConcentrationUp to 1 hour

**Description:**

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement. The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close—within 30 feet—at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature. This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.