



Mira Mosswhirl (Kris)

Warlock 1
Turtle — Elven Sage (Norse)

Armor Class

17

Speed

Walk 30

Max Hit Points

11

Current HP

Temp HP

Strength: 8



Mod
-1

Save
-1

Athletics: -1

Dexterity: 10



Mod
+0

Save
+0

Initiative: +0
Acrobatics: +0
Sleight of Hand: +0
Stealth: +2

Constitution: 16



Mod
+3

Save
+3

Intelligence: 12



Mod
+1

Save
+1

Arcana: +3
History: +3
Investigation: +3
Nature: +1
Religion: +1

Wisdom: 13



Mod
+1

Save
+3

Animal Handling: +1
Insight: +1
Medicine: +3
Perception: +1
Survival: +1

Charisma: 16



Mod
+3

Save
+5

Deception: +3
Intimidation: +3
Performance: +3
Persuasion: +3

Tools: Herbalism Kit

Languages: Celestial, Common, Infernal

Coins: Copper 0 · Silver 0 · Gold 20 · Electrum 0 · Platinum 0

ITEM

Dagger

Simple melee weapon (finesse, light, thrown 20/60)

- Attack: +2 to hit
- Damage: 1d4 +0 piercing

Thrown range 20/60 feet.

Damage options (style bonuses included):

- Off-hand / extra attack damage: 1d4+0

Use off-hand / extra damage only for a qualifying two-weapon extra attack after attacking with the other weapon. Follow the Light property, Dual Wielder, and Nick rules for your character; this button does not grant an extra attack.



ITEM

Spear

Simple melee weapon (thrown 20/60, versatile 1d8)

- Melee Attack: +1 to hit
- Thrown Attack: +1 to hit
- One-Handed / Thrown Damage: 1d6 -1 piercing
- Two-Handed: 1d8 -1 piercing, and the spear has the Reach property



Mira Mosswhirl

Dagger
ITEM

Mira Mosswhirl

Spear
ITEM

About Mira Mosswhirl

Description

A small adult Turtle scholar with moss-green skin, a broad weathered brown shell, warm amber eyes, and an expression of patient amusement. Her simple indigo wool tunic is tailored around her shell and edged with restrained elven and Norse knotwork. She carries a much-consulted book, a herbalist's satchel, and an orb that glows softly when her magic stirs. Her shell provides her armor.

Backstory

For years, the little Turtle was a familiar sight in a coastal elven archive: a stack of books moving slowly between the shelves, followed by the smell of drying herbs. She repaired torn pages, compared old accounts of sea voyages, and helped the keepers prepare remedies for the fishing families who came to their door. Visitors sometimes mistook her unhurried manner for absent-mindedness. The other scholars knew she usually remembered exactly which page they needed.

One winter she found the same unfinished verse in three manuscripts written far apart. Each version described a light seen beyond a storm, but each broke off before naming the shore. As she read the fragments aloud, the orb on her desk began to glow and another voice supplied a single missing line. The voice offered no grand explanation. It asked her to find the rest of the song, and promised enough magic to begin the search.

She accepted cautiously, keeping a careful record of what was said and what was not. She now knows the speaker is a celestial, though she has not yet learned its true name; and she does not mistake a gift for an obligation to obey every future request. The bargain has opened a door: she can call strange energy into her hands, and her familiar Glimmer now accompanies her. The tiny celestial Sphinx of Wonder appears as a cream-and-gold winged northern lynx, curling on her shell while she reads and occasionally correcting her pronunciation.

Books alone cannot tell her which fragments are true. She has started visiting harbors, ruined waystations, and halls where old songs are still remembered. The same coast that raised Einar Tidehoof is full of stories carried by wind and water, and traveling with others gives her both company and the chance to be useful when a quiet investigation becomes an adventure.

She is kindly, practical, and fond of asking one more question. She would rather understand a frightened creature than immediately fight it, but she can be firm when someone threatens her companions. Her weakness is curiosity: an unread inscription can hold her attention long after everyone else has noticed that the tide is coming in.



Mira Mosswhirl — Mastery

Make a saving throw	☐	☐	☐
Make an ability check	☐	☐	☐
Make a skill check	☐	☐	☐
Make a tool check	☐	☐	☐
Make an attack roll	☐	☐	☐
Roll with advantage	☐	☐	☐
Roll with disadvantage	☐	☐	☐
Use Dash, Disengage, or Dodge	☐	☐	☐
Take a Short Rest (spend Hit Dice)	☐	☐	☐
Take a Long Rest	☐	☐	☐
Roleplay a character trait or ideal	☐	☐	☐
Core Warlock Traits	☐	☐	☐
Eldritch Invocations	☐	☐	☐
Pact of the Chain	☐	☐	☐
Pact Magic	☐	☐	☐
Turtle Traits	☐	☐	☐
Claws (Turtle)	☐	☐	☐
Hold Breath	☐	☐	☐
Natural Armor (Turtle)	☐	☐	☐
Nature's Intuition	☐	☐	☐
Shell Defense	☐	☐	☐
Eldritch Blast	☐	☐	☐
Mage Hand	☐	☐	☐
Cast a leveled spell	☐	☐	☐
Dagger	☐	☐	☐
Spear	☐	☐	☐
Blanket	☐	☐	☐
Clothes, Common	☐	☐	☐
Herbalism Kit	☐	☐	☐
Backpack	☐	☐	☐
Book	☐	☐	☐
Orb	☐	☐	☐
Oil	☐	☐	☐
Parchment	☐	☐	☐
Tinderbox	☐	☐	☐
Lamp	☐	☐	☐
Ink Pen	☐	☐	☐
Ink	☐	☐	☐

FEATURE

Eldritch Invocations

You have unearthed Eldritch Invocations, pieces of forbidden knowledge that imbue you with an abiding magical ability or other lessons. You gain one invocation of your choice, such as Pact of the Tome. Invocations are described in the "Eldritch Invocation Options" section later in this class's description. Prerequisites. If an invocation has a prerequisite, you must meet it to learn that invocation. For example, if an invocation requires you to be a level 5+ Warlock, you can select the invocation once you reach Warlock level 5. Replacing and Gaining Invocations. Whenever you gain a Warlock level, you can replace one of your invocations with another one for which you

- +2
- Magical Cunning
- +2
- Warlock Subclass
- +2
- Ability Score Improvement
- +3
- .
- +3
- Subclass feature
- +3
- .
- +3
- Ability Score Improvement
- +4
- Contact Patron
- +4
- Subclass feature
- +4
- Mystic Arcanum (level 6 spell)
- +4



FEATURE

Pact Magic

Through occult ceremony, you have formed a pact with a mysterious entity to gain magical powers. The entity is a voice in the shadows - its identity unclear - but its boon to you is concrete: the ability to cast spells. See "Spells" for the rules on spellcasting. The information below details how you use those rules with Warlock spells, which appear in the Warlock spell list later in the class's description. Cantrips. You know two Warlock cantrips of your choice. Eldritch Blast and Prestidigitation are recommended. Whenever you gain a Warlock level, you can replace one of your cantrips from this feature with another Warlock cantrip of your choice. When you reach Warlock levels 4 and 10, you learn another Warlock cantrip of your choice, as shown in the Cantrips column of the Warlock Features table.

Eldritch Invocations

Spell Slots. The Warlock Features table shows how many spell slots you have to cast your Warlock spells of levels 1-5. The table also shows the level of those slots, all of which are the same level. You regain all expended Pact Magic spell slots when you finish a Short or Long Rest. For example, when you're a level 5 Warlock, you have two level 3 spell slots. To cast the level 1 spell Charm Person, you must spend one of those slots, and you cast it as a level 3 spell.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Warlock spells. Charm Person and Hex are recommended. The number of spells on your list increases as you gain Warlock levels, as shown in the Prepared Spells column of the Warlock Features table.

Whenever that number increases, choose additional Warlock spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach level 6, for example, you learn a new Warlock spell, which can be of levels 1-3. If another Warlock feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Warlock spells for you. Changing Your Prepared Spells. Whenever you gain a Warlock level, you can replace one spell on your list with another Warlock spell of an eligible level. Spellcasting Ability. Charisma is the spellcasting ability for your Warlock spells. Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for your Warlock spells.



Mira Mosswhirl

Eldritch Invocations

FEATURE

Mira Mosswhirl

Mastery

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Pact Magic

FEATURE

FEATURE

Pact of the Chain

Your familiar is a creature born of pact magic.

- You learn the *find familiar* spell and can cast it as a ritual without material components.
- When you cast the spell, you can choose the form of an imp, pseudodragon, quasit, sprite, or another appropriate spirit, gaining special options detailed in the spell.
- When you take the Attack action, you can forgo one attack to allow your familiar to make one attack with its reaction.



SPELL

Eldritch Blast

Level 0

Evocation cantrip

- Casting Time: 1 action
- Range: 120 feet
- Components: V, S
- Duration: Instantaneous

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack (+5 to hit) against the target. On a hit, the target takes 1d10 force damage. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.



SPELL

Mage Hand

Level 0

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 magic items, or carry more than 10 pounds.



SPELL

Find Familiar

Level 1

1st-level conjuration (ritual)

- Casting Time: 1 hour
- Range: 10 feet
- Components: V, S, M (10 gp of charcoal, incense, and herbs, consumed in a brazier)
- Duration: Instantaneous

Summon a celestial, fey, or fiend spirit in a chosen Tiny beast form. It obeys you, rolls its own initiative, and cannot attack. At 0 HP it disappears until summoned again.

Within 100 feet, you can communicate telepathically and use an action to perceive through its senses. You may dismiss it to a pocket dimension and resummon it within 30 feet. You can have only one familiar, recast to change its form, and it can deliver your touch spells using its reaction.



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Eldritch Blast

SPELL

Mira Mosswhirl

Pact of the Chain

FEATURE

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Find Familiar

SPELL

Mira Mosswhirl

Mage Hand

SPELL

SPELL

Hex

Level 1

1st-level *enchantment*

- 1 bonus action
- 90 ft
- Concentration, up to 1 hour.

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 Necrotic damage to the target whenever you hit it with an attack roll. Also, choose one ability when you cast the spell. The target has Disadvantage on ability checks made with the chosen ability. If the target drops to 0 Hit Points before this spell ends, you can take a Bonus Action on a later turn to curse a new creature.

Using a Higher-Level Spell Slot. Your Concentration can last longer with a spell slot of level 2 (up to 4 hours), 3-4 (up to 8 hours), or 5+ (24 hours).



SPELL

Witch Bolt

Level 1

1st-level *evocation*

- 1 action
- 30 ft
- Concentration, up to 1 minute.

Make a ranged spell attack (+5 to hit) that deals 1d12 lightning damage and creates an arc. On subsequent turns you can use your action to deal 1d12 lightning to the same target automatically, ending if the target is out of range, has total cover, or you take other actions.

Damage increases by 1d12 per slot level above 1st.



ITEM

Backpack



This sturdy bag with straps is easy to put on your back and even easier to take off.

It holds up to 30 pounds of stuff.

ITEM

Blanket



Travel gear

- Thick woven wool blanket sized to wrap around a Medium creature.
- Grants advantage on keeping warm in unforgiving northern nights (DM's call).

ITEM

Book



Bound tome

- 50 pages of vellum or parchment, bound between wood or leather covers.
- Choose the subject: lore, ledgers, or bedtime stories.

ITEM

Clothes, Common



Use Clothes, Common.

Mira Mosswhirl Witch Bolt SPELL		Mira Mosswhirl Hex SPELL	
Mira Mosswhirl Clothes, Common ITEM	Mira Mosswhirl Book ITEM	Mira Mosswhirl Blanket ITEM	Mira Mosswhirl Backpack ITEM

ITEM

Herbalism Kit

A set of tools and other items

- Includes clippers, mortar and pestle, pouches, and vials.
- Lets you craft antitoxin or healer's kits, identify herbs, and add herbal flavor to potions.



ITEM

Ink

Scribes' supplies

- One ounce vial of deep black ink, enough to pen several pages of notes or copy a spell.
- Requires a quill or similar stylus to scribe cleanly.



ITEM

Ink Pen

A quill or simple ink pen for writing in a spellbook, journal, or on parchment.



ITEM

Lamp

Light source

- Burns 1 pint of oil for 6 hours, shedding bright light in a 15 ft radius (dim light +15 ft).
- Exposed flame; treat a tipped lamp as though you spilled its oil.



ITEM

Oil

A flask of oil. You can splash it on a creature or the ground, or use it as lantern fuel (6 hours per flask).



ITEM

Orb

Arcane focus

- Weight: 3 lb.
- Cost: 20 GP.



ITEM

Parchment

Writing surface

- A single sheet of treated hide ready to accept ink, wax seals, or charcoal sketches.
- Often sold in bundles of five sheets for 1 gp.



ITEM

Tinderbox

Flint, fire steel, and tinder. Lighting a torch, campfire, or lantern takes 1 action.



Mira Mosswhirl

Lamp
ITEM

Mira Mosswhirl

Ink Pen
ITEM

Mira Mosswhirl

Ink
ITEM

Mira Mosswhirl

Herbalism Kit
ITEM

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Tinderbox
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Parchment
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Mira Mosswhirl

Orb
ITEM

Mira Mosswhirl

Oil
ITEM

FEATURE



Claws (Turtle)

Your claws can make unarmed strikes for 1d6-1 slashing damage; attack bonus +1.

FEATURE



Core Warlock Traits

Proficient with light armor, simple weapons, Wisdom and DC 13 Charisma saving throws. Turtle Natural Armor prevents wearing armor.

FEATURE



Hold Breath

You can hold your breath for up to one hour.

FEATURE



Natural Armor (Turtle)

Your shell gives a base AC of 17, unaffected by Dexterity. You cannot wear light, medium, or heavy armor. A shield can add its bonus normally.

FEATURE



Nature's Intuition

Your selected skill proficiency is included on this sheet.

FEATURE



Shell Defense

As an action, withdraw into your shell: gain +4 AC and Advantage on Strength and Constitution saves. While withdrawn you are Prone, your Speed is 0 and cannot increase, you have Disadvantage on Dexterity saves, and you cannot take Reactions. Your only action option is a Bonus Action to emerge, ending these effects.

FEATURE



Turtle Traits

Humanoid; Small size; walking speed 30 feet.

Mira Mosswhirl Natural Armor (Turtle) FEATURE	Mira Mosswhirl Hold Breath FEATURE	Mira Mosswhirl Core Warlock Traits FEATURE	Mira Mosswhirl Claws (Turtle) FEATURE
	Mira Mosswhirl Turtle Traits FEATURE	Mira Mosswhirl Shell Defense FEATURE	Mira Mosswhirl Nature's Intuition FEATURE



Glimmer

Size: Tiny

Type: Celestial

Alignment: Lawful Good

Armor Class: 13

Maximum Hp: 24

Hit Dice: 7d4+7

Speed: 20 ft., fly 40 ft.

Attributes: strength: 6; dexterity: 17; constitution: 13; intelligence: 15; wisdom: 12; charisma: 11

Skills: Arcana +4, Religion +4, Stealth +5

Senses: Darkvision 60 ft.; passive Perception 11

Languages: Celestial, Common

Damage Resistances: Necrotic, Psychic, Radiant

Proficiency Bonus: 2

Challenge Rating: 1

Current HP: ____ / 24

Burst of Ingenuity (2/day): ____ / 2 · Recovery: as described

Magic Resistance · trait

Glimmer rolls saving throws against spells and other magical effects with Advantage.

Darkvision · trait

Darkvision range: 60 feet.

Rend · action

Melee attack +5, reach 5 feet, one target. On a hit, deal 1d4+3 slashing plus 2d6 radiant damage. As Mira's familiar, Glimmer attacks only when a familiar-specific rule permits it. With Pact of the Chain, Mira forgoes one attack during her Attack action and Glimmer spends its Reaction for this attack. The buttons roll dice; they do not automatically spend either creature's actions.

Rend attack: 1d20+5

Slashing damage: 1d4+3

Radiant damage: 2d6

Burst of Ingenuity · reaction

Twice per day, when Glimmer or a creature within 30 feet makes an ability check or saving throw, Glimmer can use its Reaction to add +2 to that roll. This does not modify attack rolls. Spend one tracked use and apply the +2 to the triggering roll manually. Reset the counter to 2 when the GM advances to a new day; campaign Short and Long Rests do not automatically reset this daily counter. A

Reaction already spent on a pact attack is not available for this ability until it refreshes.



Glimmer (continued 2)

Use Ingenuity (+2 to triggering roll) · Uses Burst of Ingenuity (2/day)

Familiar Bond · trait

Use the campaign's Find Familiar and Pact of the Chain rules. Glimmer acts on its own initiative, obeys Mira, and can help or scout. Within 100 feet, Mira can communicate telepathically with Glimmer; using its senses requires the spell's stated action. Glimmer is not a separate source of unrestricted attacks, cannot grant knowledge it lacks, and shares one normal Reaction between its available

reaction options. At 0 HP its summoned form disappears; summoning follows the normal spell rules.

Notes

Glimmer is a tiny celestial Sphinx of Wonder who appears as a cream-and-gold northern lynx with tufted ears, owl-like wings, warm amber eyes, and faint constellation markings. Affectionate, inquisitive, and a little scholarly, Glimmer curls up on Mira Mosswhirl's shell while she reads and occasionally corrects her pronunciation of ancient names. This appearance changes no statistics. Glimmer helps

Mira investigate, but does not know every answer or speak for her patron.

Source: Sphinx of Wonder (2024): <https://www.dndbeyond.com/monsters/4775843-sphinx-of-wonder> ; familiar bond: Find Familiar and Pact of the Chain (2024). Northern-lynx appearance approved by the GM; mechanics retained.

Mira Mosswhirl

Glimmer (continued 2)

COMPANION · CELESTIAL FAMILIAR — SPHINX OF WONDER

Mira Mosswhirl

Glimmer

COMPANION · CELESTIAL FAMILIAR — SPHINX OF WONDER