

Javier duBois

CHARAKTERNAME

Gezeiten (Wildfire) Druid 13  
KLASSE & STUFE

Outlander  
HINTERGRUND

SPIELERNAME

Mensch  
VOLK

Selbstsüchtig  
GESINNUNG

129195  
ERFAHRUNGSPUNKTE

STÄRKE

0

10

ESCHICKLICHKEIT

2

14

KONSTITUTION

2

14

INTELLIGENZ

1

12

WEISHEIT

3

16

CHARISMA

2

14

INSPIRATION

5

ÜBUNGSBONUS

- ☐ 0 Stärke
- ☐ 2 Geschicklichkeit
- ☐ 2 Konstitution
- ☒ 6 Intelligenz
- ☒ 8 Weisheit
- ☐ 2 Charisma

RETTUNGSWÜRFE

- ☐ 2 Akrobatik (Ges)
- ☐ 3 Mit Tieren umgehen (...)
- ☐ 1 Arkane Kunde (Int)
- ☒ 5 Athletik (Str)
- ☐ 2 Täuschen (Cha)
- ☐ 1 Geschichte (Int)
- ☐ 3 Motiv erkennen (Wei)
- ☐ 2 Einschüchtern (Cha)
- ☐ 1 Nachforschungen (Int)
- ☒ 8 Heilkunde (Wei)
- ☒ 6 Naturkunde (Int)
- ☐ 3 Wahrnehmung (Wei)
- ☐ 2 Auftreten (Cha)
- ☐ 2 Überzeugen (Cha)
- ☐ 1 Religion (Int)
- ☐ 2 Fingerfertigkeit (Ges)
- ☐ 2 Heimlichkeit (Ges)
- ☒ 8 Überlebenskunst (Wei)

FERTIGKEITEN

15

ARMOR  
CLASS

2

INITIATIVE

30

SPEED

Trefferpunkte Maximum 94

AKTUELLE TREFFERPUNKTE

TEMPORÄRE TREFFERPUNKTE

Total 13

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

Angr.

Schaden/Typ

Shillelagh

+10

1d8+5

Healing Word

1d4+3 Healing

Geisteraal (Bes...)

DC15

2d6 Elektrisch

Geisteraal (Atta...)

+8

1d6+2 Elektrisch

Geisteraal (Tele...)

DC15

1d6 Elektrisch

Healing Word

1d4+3 Healing

Krummsäbel

+5

1d6 slashing

ANGRIFFE & ZAUBER

CP

SP

EP

1

GP

PP

1 Reisekleidung

1 Mythralkettenhemd

1 Kräuterkundlerkiste

2 Bongos

1 Schlingfalle

1 Strohhut

1 Karte von Prespur

AUSRÜSTUNG

Trocken und leicht sauer. Wie Weißwein. Hat keine Verwendung für Gold

PERSÖNLICHKEITSMERKMALE

Familie > Volk > Ort > Position. Wäre diese Reihenfolge verletzt soll geächtet werden. Autorität fließt von Macht. Jeder erfüllt seine Rolle

IDEALE

Raudka ist verschlagen, aber solange Vona ihr vertraut vertraue ich ihr. Ich schulde Cheng und Vallas zumindest mehr Aufrichtigkeit in Zukunft. Ich habe der Königin einen Schwur geleistet, die Piratenplage zu bekämpfen.

BINDUNGEN

Unwissend und ignorant. Leidet lieber allein als dass er sich anderen öffnet.

MAKEL

Outlander

Feenfreund

Steinfragment

Actor

MERKMALE & EIGENSCHAFTEN

13

PASSIVE WEISHEIT (WAHRNEHMUNG)


WERKZEUG: Trommel

SPRACHE: Gemeinsprache, Druidisch, Abyssal

ANDERES: Herbalism, Musikinstrument Trommel

WEITERE ÜBUNG & SPRACHEN





WEISHEIT

SPELLCASTING ABILITY

16

SPELL SAVE DC

8

SPELL ATTACK BONUS

0

ZAUBERTRICKS

- Shillelagh
- Druidcraft
- Resistance
- Shape Water

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- Healing Word
- Fog Cloud
- Speak with animals
- Donnerwelle
- Bane
- Tasha's Hideous Laughter

2

3

- Rime's Binding Ice
- Windböe
- Lesser Restoration
- Spike Growth
- Pass without Trace
- Durch Raum tauchen
- Rolltide

3

3

- Water Walk
- Wind Wall
- Water Breathing
- Thunderstep
- Create Food and Water
- Graupelsturm
- Call Lightning
- Revivify

4

3

- Blight
- Control Water
- Aura des Lebens
- Locate Creature
- Grasping Vine
- Bestie befehligen
- Wassersphäre

5

2

- Pflanzenwachstum
- Revivify
- Mahlstrom
- Greater Restoration
- Tree Stride
- Mass Cure Wounds
- Conjure Elemental

6

1

7

1

- Aura of Life

8

0

9

0

# MERKMALE & EIGENSCHAFTEN

## Outlander

**Wanderer** You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

**Druidic Carrion Ghost (Wildfire Spirit) SUMMON WILDFIRE SPIRIT** 2nd-level Circle of Wildfire feature You can summon the primal spirit bound to your soul. As an action, you can expend one use of your Wild Shape feature to summon your wildfire spirit, rather than assuming a beast form. The spirit appears in an unoccupied space of your choice that you can see within 30 feet of you. Each creature within 10 feet of the spirit (other than you) when it appears must succeed on a Dexterity saving throw against your spell save DC or take 2d6 fire damage. The spirit is friendly to you and your companions and obeys your commands. See this creature's game statistics in the Wildfire Spirit stat block, which uses your proficiency bonus (PB) in several places. You determine the spirit's appearance. Some spirits take the form of a humanoid figure made of gnarled branches covered in flame, while others look like beasts wreathed in fire. At 6th level, the bond with your wildfire spirit enhances your destructive and restorative spells. Whenever you cast a spell that deals fire damage or restores hit points while your wildfire spirit is summoned, roll a d8, and you gain a bonus equal to the number rolled to one damage or healing roll of the spell. In addition, when you cast a spell with a range other than self, the spell can originate from you or your wildfire spirit. 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. Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. At 10th level, you gain the ability to turn death into magical flames that can heal or incinerate. When a Small or larger creature dies within 30 feet of you or your wildfire spirit, a harmless spectral flame springs forth in the dead creature's space and flickers there for 1 minute. When a creature you can see enters that space, you can use your reaction to extinguish the spectral flame there and either heal the creature or deal fire damage to it. The healing or damage equals 2d10 + your Wisdom modifier. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

You are an able physician, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefits: When you use a healer's kit to stabilize a dying creature, that creature also regains 1 hit point. As an action, you can spend one use of a healer's kit to tend to a creature and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.

## Feenfreund

+1 Weisheit Misty Step ohne Spellslot 2 Stufe 1 Enchantment-Zauber Bane Silvery Barbs

## Steinfragment

Suseel Tiefwasser Berdusk Silbrigmond Everlund

## Actor

Skilled at mimicry and dramatics, you gain the following benefits: Increase your Charisma score by 1, to a maximum of 20. You have an advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person. You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.

# ZAUBER

## Shillelagh

Verwandlung cantrip

**Zeitaufwand:** 1 bonus action

**Reichweite:** Touch

**Ziel:** The wood of a club or quarterstaff you are holding

**Komponenten:** V G M

**Wirkungsdauer:** 1 minute

**Beschreibung:**

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.

## Druidcraft

Verwandlung cantrip

**Zeitaufwand:** 1 action

**Reichweite:** 30 feet

**Ziel:** See text

**Komponenten:** V G

**Wirkungsdauer:** Instantaneous

**Beschreibung:**

Whispering to the spirits of nature, you create one of the following effects within range: You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round. You instantly make a flower blossom, a seed pod open, or a leaf bud bloom. You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube. You instantly light or snuff out a candle, a torch, or a small campfire.

## Resistance

Bannmagie cantrip

**Zeitaufwand:** 1 action

**Reichweite:** Touch

**Ziel:** One willing creature

**Komponenten:** V G M

**Wirkungsdauer:** KonzentrationUp to 1 minute

**Beschreibung:**

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.

## Shape Water

Verzauberungsmagie cantrip

**Zeitaufwand:**

**Reichweite:**

**Ziel:**

**Komponenten:** V G M

**Wirkungsdauer:**

**Beschreibung:**

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways: You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage. You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour. You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour. You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour. If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Verzauberungsmagie cantrip

**Zeitaufwand:** Silvery Barbs

**Reichweite:** 60 Fuß

**Ziel:**

**Komponenten:** V

**Wirkungsdauer:**

**Beschreibung:**

You magically distract the triggering creature and turn its momentary uncertainty into encouragement for another creature. The triggering creature must reroll the d20 and use the lower roll. You can then choose a different creature you can see within range (you can choose yourself). The chosen creature has advantage on the next attack roll, ability check, or saving throw it makes within 1 minute. A creature can be empowered by only one use of this spell at a time.

## Healing Word

Hervorrufung 1

**Zeitaufwand:** 1 bonus action

**Reichweite:** 60 feet

**Ziel:** A creature of your choice that you can see within range

**Komponenten:** V

**Wirkungsdauer:** Instantaneous

**Beschreibung:**

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

**Auf höheren Stufen:** When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d4 for each slot level above 1st.

## Fog Cloud

Beschwörung 1

**Zeitaufwand:** 1 action

**Reichweite:** 120 feet

**Ziel:** A point within range

**Komponenten:** V G

**Wirkungsdauer:** KonzentrationUp to 1 hour

**Beschreibung:**

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. **Auf höheren Stufen:** When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

## Speak with animals

Verzauberungsmagie 1

**Zeitaufwand:**

**Reichweite:**

**Ziel:**

**Komponenten:** V G M

**Wirkungsdauer:**

**Beschreibung:**

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 DM's discretion.

## Donnerwelle

Hervorrufung 1

**Zeitaufwand:**

**Reichweite:** 15 Fuß

**Ziel:**

**Komponenten:** V G

**Wirkungsdauer:**

**Beschreibung:**

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.

### **Bane**

Verzauberungsmagie 1

**Zeitaufwand:** 1 action

**Reichweite:** 30 feet

**Ziel:** Up to three creatures of your choice that you can see within range

**Komponenten:** V G M

**Wirkungsdauer:** KonzentrationUp to 1 minute

**Beschreibung:**

Up to three creatures of your choice that you can see within range must make Charisma saving throws.

Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

**Auf höheren Stufen:** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

### **Tasha's Hideous Laughter**

Verzauberungsmagie 1

**Zeitaufwand:**

**Reichweite:**

**Ziel:**

**Komponenten:** V G M

**Wirkungsdauer:**

**Beschreibung:**

### **Rime's Binding Ice**

Hervorrufung 2

**Zeitaufwand:**

**Reichweite:** 30 feet

**Ziel:**

**Komponenten:** V G

**Wirkungsdauer:**

**Beschreibung:**

A burst of cold energy emanates from you in a 30-foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and is hindered by ice formations for 1 minute, or until it or another creature within reach of it uses an action to break away the ice. A creature hindered by ice has its speed reduced to 0. On a successful save, a creature takes half as much damage and isn't hindered by ice.

**Auf höheren Stufen:** At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, increase the cold damage by 1d8 for each slot level above 2nd.

### **Windböe**

Beschwörung 2

**Zeitaufwand:**

**Reichweite:** 60 Fuß Linie

**Ziel:**

**Komponenten:** V G M

**Wirkungsdauer:** Konzentration1 Minute

**Beschreibung:**

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

### **Lesser Restoration**

Bannmagie 2

**Zeitaufwand:** 1 action

**Reichweite:** Touch

**Ziel:** A creature

**Komponenten:** V G

**Wirkungsdauer:** Instantaneous

**Beschreibung:**

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

### **Spike Growth**

Verwandlung 2

**Zeitaufwand:** 1 action

**Reichweite:** 150 feet

**Ziel:** A 20-foot radius centered on a point within range

**Komponenten:** V G M

**Wirkungsdauer:** KonzentrationUp to 10 minutes

**Beschreibung:**

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.

### **Pass without Trace**

Bannmagie 2

**Zeitaufwand:** 1 action

**Reichweite:** Self

**Ziel:** Self

**Komponenten:** V G M

**Wirkungsdauer:** KonzentrationUp to 1 hour

**Beschreibung:**

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

### **Durch Raum tauchen**

Beschwörung 2

**Zeitaufwand:** 1 Bonus Action

**Reichweite:** 30 Fuß

**Ziel:**

**Komponenten:** V

**Wirkungsdauer:**

**Beschreibung:**

Javier taucht in eine Wasseroberfläche (egal wie seicht oder tief) ein und taucht aus einer anderen in 30 Fuß Reichweite wieder auf. 1 Mal pro Tag, verbraucht keinen Spellslot Diese Fähigkeit ersetzt "Feenschritt"

### **Rolltide**

Bannmagie 2

**Zeitaufwand:** Earthbind

**Reichweite:** 300 Fuß

**Ziel:**

**Komponenten:** V G

**Wirkungsdauer:** Konzentration1 Minute

**Beschreibung:**

Choose one creature you can see within range. Yellow strips of magical energy loop around the creature. The target must succeed on a Strength saving throw or its flying speed (if any) is reduced to 0 feet for the spell's duration. An airborne creature affected by this spell descends at 60 feet per round until it reaches the ground or the spell ends.

### **Water Walk**

Verwandlung 3

**Zeitaufwand:** 1 action

**Reichweite:** 30 feet

**Ziel:** Up to ten willing creatures you can see within range

**Komponenten:** V G M

**Wirkungsdauer:** 1 hour

**Beschreibung:**

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.

### Wind Wall

Hervorrufung 3

**Zeitaufwand:** 1 action

**Reichweite:** 120 feet

**Ziel:** The ground at a point you choose within range

**Komponenten:** V G M

**Wirkungsdauer:** KonzentrationUp to 1 minute

#### Beschreibung:

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.

### Water Breathing

Verwandlung 3

**Zeitaufwand:** 1 action

**Reichweite:** 30 feet

**Ziel:** Up to ten willing creatures you can see within range

**Komponenten:** V G M

**Wirkungsdauer:** 24 hours

#### Beschreibung:

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

### Thunderstep

Beschwörung 3

**Zeitaufwand:**

**Reichweite:**

**Ziel:**

**Komponenten:** V G M

**Wirkungsdauer:**

#### Beschreibung:

You teleport yourself to an unoccupied space you can see within range. Immediately after you disappear, a thunderous boom sounds, and each creature within 10 feet of the space you left must make a Constitution saving throw, taking 3d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away. You can bring along objects as long as their weight doesn't exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in; otherwise, the creature is left behind.

### Create Food and Water

Beschwörung 3

**Zeitaufwand:** 1 action

**Reichweite:** 30 feet

**Ziel:** The ground or containers within range

**Komponenten:** V G

**Wirkungsdauer:** Instantaneous

#### Beschreibung:

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

### Graupelsturm

Beschwörung 3

**Zeitaufwand:**

**Reichweite:** 150

**Ziel:** 80 Fuß Kreis

**Komponenten:** V G M

**Wirkungsdauer:** Konzentration1 Minuten

#### Beschreibung:

Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone. If a creature starts its turn in the spell's area and is concentrating on a spell, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

### Call Lightning

Beschwörung 3

**Zeitaufwand:** 1 action

**Reichweite:** 120 feet

**Ziel:** A point in the air where a storm cloud could appear 100 feet directly above you

**Komponenten:** V G

**Wirkungsdauer:** KonzentrationUp to 10 minutes

#### Beschreibung:

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.

**Auf höheren Stufen:** When you cast this spell using a spell slot of 4th level or higher level, the damage increases by 1d10 for each slot level above 3rd.

### Revivify

Nekromantie 3

**Zeitaufwand:** 1 action

**Reichweite:** Touch

**Ziel:** A creature that has died within the last minute

**Komponenten:** V G M

**Wirkungsdauer:** Instantaneous

#### Beschreibung:

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

### Blight

Nekromantie 4

**Zeitaufwand:** 1 action

**Reichweite:** 30 feet

**Ziel:** A creature of your choice that you can see within range

**Komponenten:** V G

**Wirkungsdauer:** Instantaneous

#### Beschreibung:

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs. If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

**Auf höheren Stufen:** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

**Control Water**

Verwandlung 4

**Zeitaufwand:** 1 action**Reichweite:** 300 feet**Ziel:** Any freestanding water inside an area you choose that is a cube up to 100 feet on a side**Komponenten:** V G M**Wirkungsdauer:** KonzentrationUp to 10 minutes**Beschreibung:**

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one. Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing. The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts. Part Water. You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored. Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect. Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC. When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so. The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage; this damage occurs each round it remains in the vortex.

**Aura des Lebens**

Bannmagie 4

**Zeitaufwand:****Reichweite:****Ziel:****Komponenten:** V**Wirkungsdauer:** Konzentration10 Minuten**Beschreibung:**

Life-preserving energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Each non-hostile creature in the aura (including you) has resistance to necrotic damage, and its hit point maximum can't be reduced. In addition, a non-hostile, living creature regains 1 hit point when it starts its turn in the aura with 0 hit points.

**Locate Creature**

Erkenntnis­magie 4

**Zeitaufwand:** 1 action**Reichweite:** Self**Ziel:** Self**Komponenten:** V G M**Wirkungsdauer:** KonzentrationUp to 1 hour**Beschreibung:**

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.

**Grasping Vine**

Beschwörung 4

**Zeitaufwand:** 1 Bonusaktion**Reichweite:** 30 Fuß**Ziel:****Komponenten:** V G M**Wirkungsdauer:** Konzentration1 Minute**Beschreibung:**

You conjure a vine that sprouts from the ground in an unoccupied space of your choice that you can see within range. When you cast this spell, you can direct the vine to lash out at a creature within 30 feet of it that you can see. That creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the vine. Until the spell ends, you can direct the vine to lash out at the same creature or another one as a bonus action on each of your turns.

**Bestie befehligen**

Verzauberungsmagie 4

**Zeitaufwand:** Standardaktion**Reichweite:** 60**Ziel:****Komponenten:** V G**Wirkungsdauer:** Konzentration1 Minute**Beschreibung:**

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends. At Higher Levels. When you cast this spell with a 5th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 6th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 7th level or higher, the duration is concentration, up to 8 hours



### **Wassersphäre**

Beschwörung 4

**Zeitaufwand:**

**Reichweite:** 90 Fuß

**Ziel:**

**Komponenten:** V G M

**Wirkungsdauer:** Konzentration 1 Minute

**Beschreibung:**

You conjure up a sphere of water with a 5-foot radius on a point you can see within range. The sphere can hover in the air, but no more than 10 feet off the ground. The sphere remains for the spell's duration. Any creature in the sphere's space must make a Strength saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space outside it. A Huge or larger creature succeeds on the saving throw automatically. On a failed save, a creature is restrained by the sphere and is engulfed by the water. At the end of each of its turns, a restrained target can repeat the saving throw. The sphere can restrain a maximum of four Medium or smaller creatures or one Large creature. If the sphere restrains a creature in excess of these numbers, a random creature that was already restrained by the sphere falls out of it and lands prone in a space within 5 feet of it. As an action, you can move the sphere up to 30 feet in a straight line. If it moves over a pit, cliff, or other drop, it safely descends until it is hovering 10 feet over ground. Any creature restrained by the sphere moves with it. You can ram the sphere into creatures, forcing them to make the saving throw, but no more than once per turn. When the spell ends, the sphere falls to the ground and extinguishes all normal flames within 30 feet of it. Any creature restrained by the sphere is knocked prone in the space where it falls.

### **Pflanzenwachstum**

Bannmagie 5

**Zeitaufwand:**

**Reichweite:**

**Ziel:**

**Komponenten:** V G M

**Wirkungsdauer:**

**Beschreibung:**

This spell channels vitality into plants. The casting time you use determines whether the spell has the Overgrowth or the Enrichment effect below. **Overgrowth.** Choose a point within range. All normal plants in a 100-foot-radius Sphere centered on that point become thick and overgrown. A creature moving through that area must spend 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected. **Enrichment.** All plants in a half-mile radius centered on a point within range become enriched for 365 days. The plants yield twice the normal amount of food when harvested. They can benefit from only

### **Revivify**

Bannmagie 5

**Zeitaufwand:**

**Reichweite:**

**Ziel:**

**Komponenten:** V G M

**Wirkungsdauer:**

**Beschreibung:**

### **Mahlstrom**

Bannmagie 5

**Zeitaufwand:**

**Reichweite:** 120

**Ziel:** Kreis mit 30 Fuß Radius

**Komponenten:** V G M

**Wirkungsdauer:** Konzentration 1 Minute

**Beschreibung:**

A mass of 5-foot-deep water appears and swirls in a 30-foot radius centered on a point you can see within range. The point must be on ground or in a body of water. Until the spell ends, that area is difficult terrain, and any creature that starts its turn there must succeed on a Strength saving throw or take 6d6 bludgeoning damage and be pulled 10 feet toward the center.

### **Greater Restoration**

Bannmagie 5

**Zeitaufwand:** 1 action

**Reichweite:** Touch

**Ziel:** A creature you touch

**Komponenten:** V G M

**Wirkungsdauer:** Instantaneous

**Beschreibung:**

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target: One effect that charmed or petrified the target One curse, including the target's attunement to a cursed magic item Any reduction to one of the target's ability scores One effect reducing the target's hit point maximum

### **Tree Stride**

Beschwörung 5

**Zeitaufwand:** 1 action

**Reichweite:** Self

**Ziel:** Self

**Komponenten:** V G

**Wirkungsdauer:** Konzentration Up to 1 minute

**Beschreibung:**

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered. You can use this transportation ability once per round for the duration. You must end each turn outside a tree.

### **Mass Cure Wounds**

Hervorrufung 5

**Zeitaufwand:** 1 action

**Reichweite:** 60 feet

**Ziel:** A point of your choice within range

**Komponenten:** V G

**Wirkungsdauer:** Instantaneous

**Beschreibung:**

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

**Auf höheren Stufen:** When you cast this spell using a spell slot of 6th level or higher, the Healing increases by 1d8 for each slot level above 5th.

### **Conjure Elemental**

Beschwörung 5

**Zeitaufwand:** 1 minute

**Reichweite:** 90 feet

**Ziel:** A 10-foot cube within range

**Komponenten:** V G M

**Wirkungsdauer:** Konzentration Up to 1 hour

**Beschreibung:**

You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elemental disappears when it drops to 0 hit points or when the spell ends. The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions. If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it. The GM has the elemental's statistics.

**Auf höheren Stufen:** When you cast this spell using a spell slot of 6th level or higher, the Challenge rating increases by 1 for each slot level above 5th.

### **Aura of Life**

Bannmagie 7

**Zeitaufwand:**

**Reichweite:**

**Ziel:**

**Komponenten:** V G M

**Wirkungsdauer:**

**Beschreibung:**