



CHARACTER NAME

## EXPERIENCE POINTS

TOOL: Kräuterkundeausstattung

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**OTHER PROFICIENCIES & LANGUAGES**

	0		274	
CP	SP	EP	GP	PP

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2 Heiltrank (2d4+4)

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1 Leichte Rüstung

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1 Amethystanhänger

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20 Sonnenblumen- und Kürbiskerne

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1 kleine Metallbox (Cube?)

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1 Phiole mit Gift

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1 Phiole mit klarer Flüssigkeit (Fliegen) und weißstrübe Teile (?)

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**EQUIPMENT**

Geistverbindung
Traumlos
Doppelter Geist
Mentale Disziplin
Natürliche Abwehr
Rituelles Wirken
Auge des Schicksals
Balsam des Sommers
Hearth of Moonlight and Shadow
<b>FEATURES &amp; TRAITS</b>





## Infestation

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
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10	10	10
11	11	11
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96	96	96
97	97	97
98	98	98
99	99	99
100	100	100

A horizontal scale bar divided into four segments. The first segment on the left is labeled '1' and is shaded light gray. The second segment is labeled '4' and is white. The third and fourth segments are also white. The bar has a double-line border and rounded ends.

## ○ Dissonant Whispers

Diagram of a long, thin rectangular object with a hexagonal head and a rounded tail. The head is labeled '2' and the tail is labeled '3'.

☐ **Hold Person**

A diagram of a 3x3x3 cube. The front face is a 3x3 grid. The top-left 3x3 sub-face is highlighted with a thick border. The number '3' is written in the center of this sub-face.

## ○ Dispel Magic

A diagram of a 50 cm ruler. The left end is marked with a large '5' inside a shaded pentagonal shape, representing the 5 cm mark. The right end is marked with a '0' inside a similar shaded shape, representing the 0 cm mark. The ruler has a central vertical line and two shorter lines on each side, indicating the 5 cm and 0 cm marks respectively.

# FEATURES & TRAITS

### Geistverbindung

Du kannst mit Kreaturen in deiner Umgebung telepathisch kommunizieren.

### Traumlos

Kalashtar schlafen zwar, träumen aber nicht. Sie erinnern die Gedanken ihrer Geistform in der Traum-Dimension.

### Doppelter Geist

Du hast Vorteil bei allen Weisheits-Rettungswürfen.

### Mentale Disziplin

Du hast Resistenz gegenüber psychischem Schaden.

### Natürliche Abwehr

Du kannst keine Rüstung aus Metall tragen.

### Rituelles Wirken

Du kannst einen Zauber als Ritual wirken. Dies dauert 10 Minuten, dein Zauber (Spellslot) bleibt jedoch erhalten.

### Auge des Schicksals

Einmal pro Tag kannst du mit Hilfe eines Hilfsmittels deiner Wahl in die Zukunft schauen. Wie viel von der Zukunft dir preisgegeben wird, liegt an der Wahl des Hilfsmittels und einem D20-roll.

### Balsam des Sommers

Du besitzt einen Energiepool von (Level \* d6). Als Bonus-Aktion kannst du Energie aus diesem Pool benutzen (maximal die Hälfte), um Kreaturen in der Umgebung zu heilen. Außerdem bekommt die Kreatur für jeden benutzten Würfel 1 temporären Lebenspunkt.

### Hearth of Moonlight and Shadow

At 6th level, home can be wherever you are. During a short or long rest, you can invoke the shadowy power of the Gloaming Court to help guard your respite. At the start of the rest, you touch a point in space, and an invisible, 30-foot-radius sphere of magic appears, centered on that point. Total cover blocks the sphere. While within the sphere, you and your allies gain a +5 bonus to Dexterity (Stealth) and Wisdom (Perception) checks, and any light from open flames in the sphere (a campfire, torches, or the like) isn't visible outside it. The sphere vanishes at the end of the rest or when you leave the sphere.

# SPELLS

## Guidance

Divination cantrip

**Casting Time:** 1 action

**Range:** Touch

**Target:** One willing creature

**Components:** V S

**Duration:** ConcentrationUp to 1 minute

**Description:**

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.

## Druidcraft

Transmutation cantrip

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** See text

**Components:** V S

**Duration:** Instantaneous

**Description:**

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.

## Infestation

Conjuration cantrip

**Casting Time:**

**Range:** 30 ft.

**Target:**

**Components:** V S

**Duration:**

**Description:**

You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn’t provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.

***At Higher Levels:*** The spell’s damage increases by 1d6 when you reach 5th level (2d6)

## Erdbeben

Conjuration 1

**Casting Time:**

**Range:**

**Target:**

**Components:** V S

**Duration:**

**Description:**

In einem 10-Fuß Radius um deine Person entsteht ein Erdbeben. Jede Kreatur in diesem Bereich muss einen Geschicklichkeits-Save würfeln. Wenn eine Kreatur nicht besteht, nimmt sie 1d6 Schaden und stolpert zu Boden.  
***At Higher Levels:*** Jede Stufe erhöht den Schaden um 1d6.

## Healing Word

Evocation 1

**Casting Time:** 1 bonus action

**Range:** 60 feet

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

**Components:** V

**Duration:** Instantaneous

**Description:**

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.

***At Higher Levels:*** 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.

## Cure Wounds

Evocation 1

**Casting Time:** 1 action

**Range:** Touch

**Target:** A creature you touch

**Components:** V S

**Duration:** Instantaneous

**Description:**

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.

## Entangle

Conjuration 1

**Casting Time:** 1 action

**Range:** 90 feet

**Target:** A point within range

**Components:** V S

**Duration:** ConcentrationUp to 1 minute

**Description:**

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.

## Charm Person

Enchantment 1

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** A humanoid you can see within range

**Components:** V S

**Duration:** 1 hour

**Description:**

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

***At Higher Levels:*** 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. The creatures must be within 30 feet of each other when you target them.

## Resin

Evocation 1

**Casting Time:** 1 action

**Range:** 20 Fuß

**Target:** 1 Enemy

**Components:** V S

**Duration:** Instantaneous

**Description:**

The caster splashes resin on the target, dealing damage and blinding the target for the next round. Damage: 1d8 Target is blind for one round (automatic fail on sight-based checks, disadvantage on attacks, others have advantage on their attacks)

***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.

## Detect Magic

Divination 1

**Casting Time:** 1 action

**Range:** Self

**Target:** Self

**Components:** V S

**Duration:** ConcentrationUp to 10 minutes

**Description:**

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

**Dissonant Whispers**

Abjuration 1

**Casting Time:**

**Range:** 60 ft.

**Target:**

**Components:** V S

**Duration:**

**Description:**

You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

***At Higher Levels:*** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

**Heilender Geist**

Conjuration 2

**Casting Time:**

**Range:**

**Target:**

**Components:** V S

**Duration:** Concentrationup to 1 Minute

**Description:**

Als Bonus-Aktion kannst du einen Naturgeist erschaffen. Jede Kreatur, die in ihrer Runde in durch das Feld des Naturgeistes geht oder seine Runde dort startet, wird für 1d6 geheilt.

**Dust Devil**

Conjuration 2

**Casting Time:** 1 action

**Range:** 60 ft., 5 ft. cube

**Target:** Self (60-foot line)

**Components:** V S M

**Duration:** Concentration1 Minute

**Description:**

Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force that resembles a dust devil appears in the cube and lasts for the spell's duration. Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed. As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

**Spike Growth**

Transmutation 2

**Casting Time:** 1 action

**Range:** 150 feet

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

**Components:** V S M

**Duration:** ConcentrationUp to 10 minutes

**Description:**

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.

**Moonbeam**

Evocation 2

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** A 5-foot-radius, 40-foot-high cylinder centered on a point within range

**Components:** V S M

**Duration:** ConcentrationUp to 1 minute

**Description:**

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.

**Wither and Bloom**

Abjuration 2

**Casting Time:**

**Range:** 60 ft.

**Target:**

**Components:** V S

**Duration:**

**Description:**

You invoke both death and life upon a 10-foot-radius sphere centered on a point within range. Each creature of your choice in that area must make a Constitution saving throw, taking 2d6 necrotic damage on a failed save, or half as much damage on a successful one. Nonmagical vegetation in that area withers. In addition, one creature of your choice in that area can spend and roll one of its unspent Hit Dice and regain a number of hit points equal to the roll plus your spellcasting ability modifier.

***At Higher Levels:*** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot above 2nd, and the number of Hit Dice that can be spent and added to the healing roll increases by one for each slot above 2nd.

**Misty Step**

Conjuration 2

**Casting Time:** 1 bonus action

**Range:** Self

**Target:** Self

**Components:** V

**Duration:** Instantaneous

**Description:**

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

**Barkskin**

Transmutation 2

**Casting Time:** 1 action

**Range:** Touch

**Target:** A willing creature

**Components:** V S M

**Duration:** ConcentrationUp to 1 hour

**Description:**

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

**Hold Person**

Enchantment 2

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A humanoid that you can see within range

**Components:** V S M

**Duration:** ConcentrationUp to 1 minute

**Description:**

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

***At Higher Levels:*** When you cast this spell using a spell slot of 3rd level or higher, you can target an additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

**Plant Growth**

Transmutation 3

**Casting Time:** 1 action or 8 hours

**Range:** 150 feet

**Target:** Plants within a specific area

**Components:** V S

**Duration:** Instantaneous

**Description:**

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits. If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the 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. If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

**Revivify**  
Necromancy 3  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** A creature that has died within the last minute  
**Components:** V S M  
**Duration:** Instantaneous  
**Description:**  
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.

**Erupting Earth**  
Transmutation 3  
**Casting Time:**  
**Range:** 120 Fuß  
**Target:** 20 Fuß Würfel  
**Components:** V S M  
**Duration:**  
**Description:**  
Choose a point you can see on the ground within range. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.  
At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

**Feign Death**  
Necromancy 3  
**Casting Time:**  
**Range:** Touch  
**Target:**  
**Components:** V S  
**Duration:** 1 Stunde  
**Description:**  
You touch a willing creature and put it into a cataleptic state that is indistinguishable from death. For the spell's duration, or until you use an action to touch the target and dismiss the spell, the target appears dead to all outward inspection and to spells used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0. The target has resistance to all damage except psychic damage. If the target is diseased or poisoned when you cast the spell, or becomes diseased or poisoned while under the spell's effect, the disease and poison have no effect until the spell ends.

**Dispel Magic**  
Abjuration 3  
**Casting Time:** 1 Aktion  
**Range:** 120 feet  
**Target:** One creature, object, or magical effect within range  
**Components:** V S  
**Duration:**  
**Description:**  
Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.  
*At Higher Levels:* When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.