

## Bard2

CHARACTER NAME

Bard 20

CLASS & LEVEL

Wood Elf

RACE

Spy

BACKGROUND

Neutral good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+1

12

CONSTITUTION

+1

12

INTELLIGENCE

+1

13

WISDOM

+2

15

CHARISMA

+2

15

0

INSPIRATION

+6

PROFICIENCY BONUS

- SAVING THROWS
- ☐ -1 Strength
  - ☒ +7 Dexterity
  - ☐ +1 Constitution
  - ☐ +1 Intelligence
  - ☐ +2 Wisdom
  - ☒ +8 Charisma

- SKILLS
- ☐ +4 Acrobatics (Dex)
  - ☐ +5 Animal Handling (Wis)
  - ☐ +4 Arcana (Int)
  - ☐ +2 Athletics (Str)
  - ☒ +14 Deception (Cha)
  - ☐ +4 History (Int)
  - ☐ +5 Insight (Wis)
  - ☐ +5 Intimidation (Cha)
  - ☐ +4 Investigation (Int)
  - ☐ +5 Medicine (Wis)
  - ☐ +4 Nature (Int)
  - ☒ +8 Perception (Wis)
  - ☒ +14 Performance (Cha)
  - ☒ +8 Persuasion (Cha)
  - ☒ +7 Religion (Int)
  - ☐ +4 Sleight of Hand (Dex)
  - ☒ +7 Stealth (Dex)
  - ☐ +5 Survival (Wis)

12

ARMOR CLASS

+1

INITIATIVE

35

SPEED

Hit Point Maximum 105

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 20d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

Rapier

ATK BONUS

+7

DAMAGE/TYPE

1d8+1/p

Armor: Leather Armor

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

18

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, three musical instruments of your choice, longswords, shortswords, shortbows, longbows.

Languages:

Common, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Bardic Inspiration (2d12/SR)

--Countercharm

--Criminal Contact

--Darkvision (60')

--Expertise

--Fey Ancestry

--Font of Inspiration

--Jack of All Trades

--Magical Secrets

--Mantle of Whispers

--Mask of the Wild

--Psychic Blades (8d6)

--Shadow Lore

--Song of Rest (1d12)

--Superior Inspiration

--Trance

--Words of Terror

=====  
TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



# CHA

16

+8

0

3

3

- 6

2

- 1

4

4

3

- 7

2

- 8

1

- 2

3

- 5

3

- 9

1

# Features and Magic Items

## Bard2

### Subclasses

#### Subclass: College of Whispers

Most folk are happy to welcome a bard into their midst. Bards of the College of Whispers use this to their advantage. They appear to be like other bards, sharing news, singing songs, and telling tales to the audiences they gather. In truth, the College of Whispers teaches its students that they are wolves among sheep. These bards use their knowledge and magic to uncover secrets and turn them against others through extortion and threats.

Many other bards hate the College of Whispers, viewing it as a parasite that uses a bard's reputation to acquire wealth and power. For this reason, members of this college rarely reveal their true nature. They typically claim to follow some other college, or they keep their actual calling secret in order to infiltrate and exploit royal courts and other settings of power.

### Features

#### Bardic Inspiration (2d12/SR)

**Source:** Bard

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

#### Countercharm

**Source:** Bard

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

#### Criminal Contact

**Source:** Background (Criminal)

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

#### Darkvision (60')

**Source:** Race

Accustomed to life underground, 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.

#### Expertise

**Source:** Bard

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

Add these skills to "skill\_expertise" in your character.py file

#### Fey Ancestry

**Source:** Race (Elf)

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

## Font of Inspiration

**Source:** Bard

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

## Jack of All Trades

**Source:** Bard

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus. (Included in stats on Character Sheet above).

## Magical Secrets

**Source:** Bard

By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including Bard. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you and are included in the number in the Spells Known column of the Bard table. You learn two additional spells from any class at 14th level and again at 18th level.

## Mantle of Whispers

**Source:** Bard (College of Whispers)

At 6th level, you gain the ability to adopt a humanoid's persona. When a humanoid dies within 30 feet of you, you can magically capture its shadow using your reaction. You retain this shadow until you use it or you finish a long rest. You can use the shadow as an action. When you do so, it vanishes, magically transforming into a disguise that appears on you. You now look like the dead person, but healthy and alive. This disguise lasts for 1 hour or until you end it as a bonus action.

While you're in the disguise, you gain access to all information that the humanoid would freely share with a casual acquaintance. Such information includes general details on its background and personal life, but doesn't include secrets. The information is enough that you can pass yourself off as the person by drawing on its memories. Another creature can see through this disguise by succeeding on a Wisdom (Insight) check contested by your Charisma (Deception) check. You gain a +5 bonus to your check. Once you capture a shadow with this feature, you can't capture another one with it until you finish a short or long rest.

## Mask of the Wild

**Source:** Race (Wood Elf)

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

## Psychic Blades (8d6)

**Source:** Bard (College of Whispers)

When you join the College of Whispers at 3rd level, you gain the ability to make your weapon attacks magically toxic to a creature's mind. When you hit a creature with a weapon attack, you can expend one use of your Bardic Inspiration to deal an extra 2d6 psychic damage to that target. You can do so only once per round on your turn. The psychic damage increases when you reach certain levels in this class, increasing to 3d6 at 5th level, 5d6 at 10th level, and 8d6 at 15th level.

## Shadow Lore

**Source:** Bard (College of Whispers)

At 14th level, you gain the ability to weave dark magic into your words and tap into a creature's deepest fears. As an action, you magically whisper a phrase that only one creature of your choice within 30 feet of you can hear. The target must make a Wisdom saving throw against your spell save DC. It automatically succeeds if it doesn't share a language with you or if it can't hear you. On a successful saving throw, your whisper sounds like unintelligible mumbling and has no effect.

On a failed saving throw, the target is charmed by you for the next 8 hours or until you or your allies attack it, damage it, or force it to make a saving throw. It interprets the whispers as a description of its most mortifying secret. You gain no knowledge of this secret, but the target is convinced you know it. The charmed creature obeys your commands for fear that you will reveal its secret. It won't risk its life for you or fight for you, unless it was already inclined to do so. It grants you favors and gifts it would offer to a close friend. When the effect ends, the creature has no understanding of why it held you in such fear. Once you use this feature, you can't use it again until you finish a long rest.

## Song of Rest (1d12)

**Source:** Bard

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points. The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

## Superior Inspiration

**Source:** Bard

At 20th level, when you roll initiative and have no uses of Bardic Inspiration left, you regain one use.

## Trance

**Source:** Race (Elf)

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.

## Words of Terror

**Source:** Bard (College of Whispers)

At 3rd level, you learn to infuse innocent-seeming words with an insidious magic that can inspire terror. If you speak to a humanoid alone for at least 1 minute, you can attempt to seed paranoia in its mind. At the end of the conversation, the target must succeed on a Wisdom saving throw against your spell save DC or be frightened of you or another creature of your choice. The target is frightened in this way for 1 hour, until it is attacked or damaged, or until it witnesses its allies being attacked or damaged.

If the target succeeds on its saving throw, the target has no hint that you tried to frighten it. Once you use this feature, you can't use it again until you finish a short or long rest.

## Magic Items

# Spell Descriptions

Bard2

## Bane

*Enchantment Level 1 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 minute

**Range:** 30 feet

**Components:** V, S, M (A drop of blood)

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.

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.

## Bestow Curse

*Necromancy Level 3 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 minute

**Range:** Touch

**Components:** V, S

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options: *Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.* While cursed, the target has disadvantage on attack rolls against you. *While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.* While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A remove curse spell ends this effect. At the DMs option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curses effect.

At Higher Levels: If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes.

If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesnt require concentration.

## Blade Ward

*Abjuration Cantrip*

**Casting Time:** 1 action

**Duration:** 1 round

**Range:** Self

**Components:** V, S

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

## Charm Person

*Enchantment Level 1*

**Casting Time:** 1 action

**Duration:** 1 hour

**Range:** 30 feet

**Components:** V, S

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.

## Confusion

*Enchantment Level 4 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 minute

**Range:** 90 feet

**Components:** V, S, M (Three nut shells)

This spell assaults and twists creatures minds, spawning delusions and provoking uncontrolled actions. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target cant take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10 Behavior

1. The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign

a direction to each die face. The creature doesn't take an action this turn. 2-6. The creature doesn't move or take actions this turn.

7-8. The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

9-10. The creature can act and move normally.

At the end of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot level above 4th

## Dream

*Illusion Level 5*

**Casting Time:** 1 minute

**Duration:** 8 hours

**Range:** Special

**Components:** V, S, M (A handful of sand, a dab of ink, and a writing quill plucked from a sleeping bird)

This spell shapes a creature's dreams. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. Creatures that don't sleep, such as elves, can't be contacted by this spell. You, or a willing creature you touch, enters a trance state, acting as a messenger. While in the trance, the messenger is aware of his or her surroundings, but can't take actions or move.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the spell. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the spell early. The target recalls the dream perfectly upon waking. If the target is awake when you cast the spell, the messenger knows it, and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams.

You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must make a Wisdom saving throw. On a failed save, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, it takes 3d6 psychic damage.

If you have a body part, lock of hair, clipping from a nail, or similar portion of the target's body, the target makes its saving throw with disadvantage.

## Eyebite

*Necromancy Level 6 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 minute

**Range:** Self

**Components:** V, S

For the spell's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this casting of eyebite.

**Asleep**

The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.

**Panicked** The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.

**Sickened** The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

## Fear

*Illusion Level 3 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 minute

**Range:** Self (30-foot cone)

**Components:** V, S, M (A white feather or the heart of a hen)

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

## Identify

*Divination Level 1 (ritual)*

**Casting Time:** 1 minute

**Duration:** Instantaneous

**Range:** Touch

**Components:** V, S, M (A pearl worth at least 100 gp and an owl feather)

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells

are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

## Invisibility

*Illusion Level 2 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 hour

**Range:** Touch

**Components:** V, S, M (An eyelash encased in gum arabic)

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the targets person. The spell ends for a target that attacks or casts a spell.

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.

## Light

*Evocation Cantrip*

**Casting Time:** 1 action

**Duration:** 1 hour

**Range:** Touch

**Components:** V, M (A firefly or phosphorescent moss)

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

## Minor Illusion

*Illusion Cantrip*

**Casting Time:** 1 action

**Duration:** 1 minute

**Range:** 30 feet

**Components:** S, M (A bit of fleece)

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone elses voice, a lions roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object such as a chair, muddy footprints, or a small chest it must be no larger than a 5-foot cube. The image cant create sound, light, smell, or any other sensory effect. Physical interaction with the image

reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

## Silent Image

*Illusion Level 1 (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 10 minutes

**Range:** 60 feet

**Components:** V, S, M (A bit of fleece)

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isnt accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

## Sleep

*Enchantment Level 1*

**Casting Time:** 1 action

**Duration:** 1 minute

**Range:** 90 feet

**Components:** V, S, M (A pinch of fine sand, rose petals, or a cricket)

This spell sends creatures into a magical slumber. Roll 5d8, the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creatures hit points from the total before moving on to the creature with the next lowest hit points. A creatures hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed arent affected by this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each



slot level above 1st.

## Teleport

*Conjuration Level 7*

**Casting Time:** 1 action

**Duration:** Instantaneous

**Range:** 10 feet

**Components:** V

This spell instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature.

The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The DM rolls d100 and consults the table.

Familiarity	Mishap	Similar Area	Off Target	On Target	Permanent circle
Very familiar	01-05	06-13	14-24	25-100	Seen casually
33	34-43	44-53	54-100	Viewed once	01-43
44-53	54-73	74-100			

Description	01-43	44-53	54-73	74-100	False destination
01-50					51-100

Familiarity. "Permanent circle" means a permanent teleportation circle whose sigil sequence you know. "Associated object" means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library, bed linen from a royal suite, or a chunk of marble from a lich's secret tomb. "Very familiar" is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell. "Seen casually" is someplace you have seen more than once but with which you aren't very familiar. "Viewed once" is a place you have seen once, possibly using magic. "Description" is a place whose location and appearance you know through someone else's description, perhaps from a map. "False destination" is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists.

On Target

You and your group (or the target object) appear where you want to.

Off Target

You and your group (or the target object) appear a random distance away from the destination in a random direction. Distance off target is 1d10 x 1d10 percent of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The DM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting to a coastal city and wound up

18 miles out at sea, you could be in trouble.

Similar Area You and your group (or the target object) wind up in a different area that's visually or thematically similar to the target area. If you are heading for your home laboratory, for example, you might wind up in another wizard's laboratory or in an alchemical supply shop that has many of the same tools and implements as your laboratory. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere on the plane.

Mishap The spell's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 force damage, and the DM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).