

# DUNGEONS & DRAGONS®

Julian Prendergast

CHARACTER NAME

Bard 15

CLASS & LEVEL

Human

RACE

Diplomat

BACKGROUND

CN(g)

ALIGNMENT

PLAYER NAME

-

EXPERIENCE POINTS

STRENGTH

-4

3

DEXTERITY

5

20

CONSTITUTION

2

14

INTELLIGENCE

0

10

WISDOM

1

12

CHARISMA

6

22

INSPIRATION

5

PROFICIENCY BONUS

-2

Strength

12

Dexterity

4

Constitution

2

Intelligence

3

Wisdom

13

Charisma

SAVING THROWS

10

Acrobatics (Dex)

3

Animal Handling (Wis)

2

Arcana (Int)

-2

Athletics (Str)

16

Deception (Cha)

2

History (Int)

6

Insight (Wis)

8

Intimidation (Cha)

2

Investigation (Int)

3

Medicine (Wis)

2

Nature (Int)

6

Perception (Wis)

11

Performance (Cha)

16

Persuasion (Cha)

2

Religion (Int)

15

Sleight of Hand (Dex)

15

Stealth (Dex)

3

Survival (Wis)

SKILLS

19

ARMOR CLASS

7.2

INITIATIVE

30

SPEED

Hit Point Maximum

127

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

15

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Vicious Mockery	DC19	3d4 Psychic
Dissonant Whis...	DC19	3d6 Psychic
Shatter	DC19	3d8 thunder
Fancy Rapier	+11	1d8+6 Piercing
Dagger of Yys...	+11	1d6+6 Piercing
Dagger (Off-Ha...	+11	1d4+1 Piercing
Light Crossbow	+10	1d8+5 Piercing

ATTACKS & SPELLCASTING

16

PASSIVE WISDOM (PERCEPTION)

TOOL: Disguise Kit, Flute, Forgery Kit, Mandolin, Voice

OTHER PROFICIENCIES & LANGUAGES

1 Mandolin

1 Rapier+Dagger

1 Fine Clothes

1 Disguise Kit

37 Bolts

1 Light Crossbow

1 Ring of Protection

EQUIPMENT

- A silver tongue is my preferred method of getting what I want. - Whenever I come to a new place I gather rumors and spread gossip.

PERSONALITY TRAITS

The world is in need of new ideas, elaborate flourishes, and bold actions!

IDEALS

My sister's murder was covered-up by the city. I demand the truth... and revenge.

BONDS


I escaped Affalune's prison; this kind of trouble seems to follow me around! I won't take no for an answer I can't give a straight answer to any question put to me. Low whispered voice and cruel & evil smile.

FLAWS

FEATURES & TRAITS

[illegible]

<p>Total: <u>6d12</u></p> <p>0</p> <p>BARDIC INSPIRATION</p>	<p>Total: <u>3</u></p> <p>0</p> <p>LUCK POINTS</p>
<p>Total: <u>        </u></p> <p>0</p> <p>CORRUPTION</p>	<p>Total: <u>20</u></p> <p>20</p> <p>POISON BOLT</p>
<p>Total: <u>1 / Dawn</u></p> <p>0</p> <p>PEARL OF POWER</p>	<p>Total: <u>3</u></p> <p>3</p> <p>FLAME BOLT</p>
<p>Total: <u>        </u></p>	<p>Total: <u>        </u></p>
<p>Total: <u>        </u></p>	<p>Total: <u>        </u></p>



SPELLCASTING CLASS

CHARISMA

SPELLCASTING ABILITY

19

SPELL SAVE DC

11

SPELL ATTACK BONUS

0

CANTRIPS

- Dancing Lights
- Vicious Mockery
- Minor Illusion
- Message

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- Cure Wounds
- Dissonant Whispers
- Disguise Self
- Find Familiar (MS)
- Guiding Bolt (MS)

2

3

- Suggestion
- Shatter
- Invisibility

3

3

- Prendergast Pocket
- Bestow Curse
- Counterspell (MS)
- Major Image

4

3

- Polymorph
- Dimension Door

5

2

- Animate Objects
- Holy Weapon (MS)

6

1

- Sunbeam (MS)

7

1

- Teleport
- Regenerate
- Prendergast's Palatial Portal

8

1

- Holy Aura (MS)

9

0

- Wish

# FEATURES & TRAITS

# SPELLS

## Dancing Lights

Evocation cantrip

**Casting Time:** 1 action

**Range:** 120ft

**Target:**

**Components:** V S

**Duration:** Concentration1 minute

**Description:**

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

## Vicious Mockery

Abjuration cantrip

**Casting Time:** 1 action

**Range:** 60 ft

**Target:**

**Components:** V

**Duration:**

**Description:**

Disadvantage on next attack roll made.

## Minor Illusion

Illusion cantrip

**Casting Time:** 1 standard action

**Range:** 30ft

**Target:**

**Components:** S M

**Duration:** 1 minute

**Description:**

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 else's voice, a lion's 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 can't 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.

## Message

Transmutation cantrip

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** A creature within range

**Components:** V S M

**Duration:** 1 round

**Description:**

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

## Cure Wounds

Evocation 1

**Casting Time:** 1 action

**Range:** Touch

**Target:**

**Components:** V S

**Duration:**

**Description:**

No effect on undead or constructs

## Dissonant Whispers

Enchantment 1

**Casting Time:** 1 action

**Range:** 60ft

**Target:**

**Components:** V

**Duration:** Instantaneous

**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.

## Disguise Self

Illusion 1

**Casting Time:** 1 action

**Range:** Self

**Target:**

**Components:** V S

**Duration:** 1 hour

**Description:**

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in mid air. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

## Find Familiar (MS)

Conjuration 1 (ritual)

**Casting Time:** 1 hour

**Range:** 10 ft

**Target:**

**Components:** V S M

**Duration:** Instantaneous

**Description:**

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses. As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature. Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

### Guiding Bolt (MS)

Evocation 1

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** A creature of your choice within range

**Components:** V S

**Duration:** 1 round

#### Description:

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

**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.

### Suggestion

Enchantment 2

**Casting Time:** 1 action

**Range:** 30ft

**Target:**

**Components:** V S M

**Duration:** Concentration

#### Description:

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell. The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed. If you or any of your companions damage the target, the spell ends.

### Shatter

Abjuration 2

**Casting Time:** 1 action

**Range:** 60ft

**Target:**

**Components:** V S M

**Duration:**

#### Description:

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's 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.

### Invisibility

Illusion 2

**Casting Time:** 1 action

**Range:** Touch

**Target:** A creature you touch

**Components:** V S M

**Duration:** ConcentrationUp to 1 hour

#### Description:

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 target's 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.

### Prendergast Pocket

Abjuration 3 (ritual)

**Casting Time:** 1 minute

**Range:** 10ft hemisphere

**Target:** Self

**Components:** V S M

**Duration:**

**Description:**

Leomund's Tiny Hut

### Bestow Curse

Necromancy 3

**Casting Time:** 1 action

**Range:** Touch

**Target:**

**Components:** V S

**Duration:** ConcentrationUp to 1 minute

#### Description:

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 DM's 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 curse's 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 doesn't require concentration.

### Counterspell (MS)

Abjuration 3

**Casting Time:** 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

**Range:** 60 ft

**Target:** Person you can see

**Components:** S

**Duration:** Instantaneous

#### Description:

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

### Major Image

Illusion 3

**Casting Time:** 1 action

**Range:** 120 feet

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

**Components:** V S M

**Duration:** ConcentrationUp to 10 minutes

#### Description:

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench). As long as you are within range of the illusion, you can use your action to cause the image to move to any other 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. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example. 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, and its other sensory qualities become faint to the creature.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your Concentration.

### Polymorph

Transmutation 4

**Casting Time:** 1 action

**Range:** 60 feet

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

**Components:** V S M

**Duration:** ConcentrationConcentration, Up to 1 hour

#### Description:

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points. The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality. The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

### Dimension Door

Conjuration 4

**Casting Time:** 1 action

**Range:** 500 feet

**Target:** See text

**Components:** V

**Duration:** Instantaneous

#### Description:

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet." You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring 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. If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

### Animate Objects

Transmutation 5

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** Up to ten nonmagical objects within range that are not being worn or carried

**Components:** V S

**Duration:** ConcentrationUp to 1 minute

#### Description:

Objects come to life at your command. Choose up to ten nonmagical objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. You can't animate any object larger than Huge. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points. As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. Animated Object Statistics Size HP AC Attack Str Dex Tiny 20 18 +8 to hit, 1d4 + 4 damage 4 18 Small 25 16 +6 to hit, 1d8 + 2 damage 6 14 Medium 40 13 +5 to hit, 2d6 + 1 damage 10 12 Large 50 10 +6 to hit, 2d10 + 2 damage 14 10 Huge 80 10 +8 to hit, 2d12 + 4 damage 18 6 An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form. If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The GM might rule that a specific object inflicts slashing or piercing damage based on its form.

**At Higher Levels:** If you cast this spell using a spell slot of 6th level or higher, you can animate two additional Objects for each slot level above 5th.

### Holy Weapon (MS)

Evocation 5

**Casting Time:** 1 Bonus Action

**Range:** Touch

**Target:**

**Components:** V S

**Duration:** ConcentrationUp to 1 hour

#### Description:

You imbue a weapon you touch with holy power. Until the spell ends, the weapon emits bright light in a 30-foot radius and dim light for an additional 30 feet. In addition, weapon attacks made with it deal an extra 2d8 radiant damage on a hit. If the weapon isn't already a magic weapon, it becomes one for the duration. As a bonus action on your turn, you can dismiss this spell and cause the weapon to emit a burst of radiance. Each creature of your choice that you can see within 30 feet of you must make a Constitution saving throw. On a failed save, a creature takes 4d8 radiant damage, and it is blinded for 1 minute. On a successful save, a creature takes half as much damage and isn't blinded. At the end of each Ofits turns, a blinded creature can make a Constitution saving throw, ending the effect on itself on a success.

### Sunbeam (MS)

Evocation 6

**Casting Time:** 1 action

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

**Target:** Each creature in a 5-foot-wide, 60-foot-long line

**Components:** V S M

**Duration:** ConcentrationUp to 1 minute

#### Description:

A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw. You can create a new line of radiance as your action on any turn until the spell ends. For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

### Teleport

[Conjuration] 7

**Casting Time:** 1 action

**Range:** 10 feet

**Target:** You and up to eight willing creatures that you can see within range, or a single object that you can see within range

**Components:** V

**Duration:** Instantaneous

#### Description:

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 GM rolls d100 and consults the table. Familiarity Mishap Similar Area Off Target On Target Permanent circle — — — 01–100 Associated object — — — 01–100 Very familiar 01–05 06–13 14–24 25–100 Seen casually 01–33 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 × 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 GM 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 GM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

### Regenerate

[Transmutation] 7

**Casting Time:** 1 minute

**Range:** Touch

**Target:** A creature

**Components:** V S M

**Duration:** 1 hour

#### Description:

You touch a creature and stimulate its natural healing ability. The target regains 4d8 + 15 hit points. For the duration of the spell, the target regains 1 hit point at the start of each of its turns (10 hit points each minute). The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.

### Prendergast's Palatial Portal

[Conjuration] 7

**Casting Time:** 1 minute

**Range:** 300 feet

**Target:** See text

**Components:** V S M

**Duration:** 24 hours

#### Description:

You conjure an extradimensional dwelling in range that lasts for the duration. You choose where its one entrance is located. The entrance shimmers faintly and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the extradimensional dwelling as long as the portal remains open. You can open or close the portal if you are within 30 feet of it. While closed, the portal is invisible. Beyond the portal is a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm. You can create any floor plan you like, but the space can't exceed 50 cubes, each cube being 10 feet on each side. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine-course banquet for up to 100 people. A staff of 100 near-transparent servants attends all who enter. You decide the visual appearance of these servants and their attire. They are completely obedient to your orders. Each servant can perform any task a normal human servant could perform, but they can't attack or take any action that would directly harm another creature. Thus the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can go anywhere in the mansion but can't leave it. Furnishings and other objects created by this spell dissipate into smoke if removed from the mansion. When the spell ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance.

### Holy Aura (MS)

Abjuration 8

**Casting Time:** 1 action

**Range:** Self

**Target:** Self

**Components:** V S M

**Duration:** ConcentrationUp to 1 minute

#### Description:

Divine light washes out from you and coalesces in a soft radiance in a 30-foot radius around you. Creatures of your choice in that radius when you cast this spell shed dim light in a 5-foot radius and have advantage on all saving throws, and other creatures have disadvantage on attack rolls against them until the spell ends. In addition, when a fiend or an undead hits an affected creature with a melee attack, the aura flashes with brilliant light. The attacker must succeed on a Constitution saving throw or be blinded until the spell ends.

### Wish

Conjuration 9

**Casting Time:** 1 action

**Range:** Self

**Target:** Self

**Components:** V

**Duration:** Instantaneous

#### Description:

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires. The basic use of this spell is to duplicate any other spell of 8th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect. Alternatively, you can create one of the following effects of your choice: You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground. You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the greater restoration spell. You grant up to ten creatures that you can see resistance to a damage type you choose. You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack. You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll. You might be able to achieve something beyond the scope of the above examples. State your wish to the GM as precisely as possible. The GM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded the wish. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner. The stress of casting this spell to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you cast a spell until you finish a long rest, you take 1d10 necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength drops to 3, if it isn't 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast wish ever again if you suffer this stress.