



DUNGEONS & DRAGONS®

Mehen (Leaper) Norixius

CHARACTER NAME

Paladin 3

CLASS & LEVEL

Outlander

BACKGROUND

M4RZ

PLAYER NAME

Gem Dragonborn

RACE

Lawful Good

ALIGNMENT

EXPERIENCE

STRENGTH	17
	+3

INSPIRATION	+2 PROFICIENCY BONUS
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DEXTERITY	10
	+0

O +3 Strength
O 0 Dexterity
O +1 Constitution
O +1 Intelligence
● +2 Wisdom
● +4 Charisma

CONSTITUTION	13
	+1

SAVING THROWS	
O 0 Acrobatics (Dex)	
O 0 Animal Handling (Wis)	
O +1 Arcana (Int)	
● +5 Athletics (Str)	
O +2 Deception (Cha)	
O +1 History (Int)	
O 0 Insight (Wis)	
● +4 Intimidation (Cha)	
O +1 Investigation (Int)	
O 0 Medicine (Wis)	
O +1 Nature (Int)	
O 0 Perception (Wis)	
O +2 Performance (Cha)	
● +4 Persuasion (Cha)	
O +1 Religion (Int)	
O 0 Sleight of Hand (Dex)	
O 0 Stealth (Dex)	
● +2 Survival (Wis)	

INTELLIGENCE	12
	+1

WISDOM	10
	+0

CHARISMA	14
	+2

SKILLS	
O 0 Acrobatics (Dex)	
O 0 Animal Handling (Wis)	
O +1 Arcana (Int)	
● +5 Athletics (Str)	
O +2 Deception (Cha)	
O +1 History (Int)	
O 0 Insight (Wis)	
● +4 Intimidation (Cha)	
O +1 Investigation (Int)	
O 0 Medicine (Wis)	
O +1 Nature (Int)	
O 0 Perception (Wis)	
O +2 Performance (Cha)	
● +4 Persuasion (Cha)	
O +1 Religion (Int)	
O 0 Sleight of Hand (Dex)	
O 0 Stealth (Dex)	
● +2 Survival (Wis)	

PASSIVE WISDOM (PERCEPTION)	10
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Languages:

Common, Draconic, Elvish

Armor:

All Armor, Shields

Weapons:

Simple Weapons, Martial Weapons

Tools:

Long Horn

OTHER PROFICIENCIES & LANGUAGES

CP	
SP	
EP	
GP	150
PP	

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INSPIRATION	16 ARMOR CLASS	0 INITIATIVE	30 ft SPEED
Hit Point Maximum 25			

CURRENT HIT POINTS	
TOTAL 3d10	3d10 HIT DICE
SUCCESES 0 0 0	FAILURES 0 0 0

TEMPORARY HIT POINTS	

NAME	ATK BONUS	DAMAGE/TYPE
Greatsword	+5	2d6 s
Spear	+5	1d6 p
Spear	+5	1d8 p (v)
Unarmed Strike	+5	4 b

GREATSWORD	
SPRAYER OF THE GREEN (20/60)	
DIVINE SENSE (3 uses)	
LAY ON HANDS (HEALTH POOL: 15)	
BREATH WEAPON (DAMAGE: 1d10)	
PROTECTIVE WINGS (2 uses)	

ATTACKS & SPELLCASTING	
CP	Chain Mail, Celestial Aegis Amulet of Sardior's Scale
SP	
EP	
GP	150
PP	

A STAFF, A HUNTING TRAP, A BEAR CLAW, A SET OF TRAVELER'S CLOTHES, BACKPACK, A BEDROLL, A MESS KIT, TINDERBOX, 10 TORCHES, 10 DAYS OF RATIONS, A WATERSKIN, 50 FT OF HEMPEN ROPE	EQUIPMENT
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Lively Spirit: Leaper has a vibrant and spirited personality, often radiating positive energy and inspiring those around him.

PERSONALITY TRAITS

Harmony: Mehen strives to foster harmony and preserve the natural order, believing that balance is essential for the well-being of all living creatures.

IDEALS

Nature's Guardianship: Leaper feels a profound connection to nature, viewing himself as a guardian of the natural world and its inhabitants.

BONDS

Impulsive: Mehen's passionate nature sometimes leads him to act on impulse, potentially disregarding the consequences of his actions.

FLAWS

Gem Dragonborn Traits

- Breath Weapon
- Damage Resistance
- Psionic Mind
- Gem Flight

Fighting Style

- Great Weapon Fighting

Sacred Oath (Oath of the Ancients)

- Tenets of the Ancients
- Oath Spells
- Channel Divinity
 - Nature's Wrath
 - Turn the Faithless

Feats

- Gift of the Metallic Dragon

FEATURES & TRAITS



Mehen (Leaper) Norixius

CHARACTER NAME



Mehen Norixius is a 6'5" tall Sapphire Gem Dragonborn. Covered in turquoise-blue scales, he radiates a sturdy but noble appearance. Nothing escapes his silvery eyes and he is always aware of his surroundings.

CHARACTER APPEARANCE

37

AGE

Silver

EYES

6'5"

HEIGHT

Turquoise-Blue

SKIN

240lbs

WEIGHT

HAIR

The Oath of the Ancients is as old as the race of elves and the rituals of the druids. Sometimes called fey knights, green knights, or horned knights, paladins who swear this oath cast their lot with the side of the light in the cosmic struggle against darkness because they love the beautiful and life-giving things of the world, not necessarily because they believe in principles of honor, courage, and justice. They adorn their armor and clothing with images of growing things - leaves, antlers, or flowers - to reflect their commitment to preserving life and light in the world.

NAME

Oath of the Ancients

SYMBOL

ALLIES & ORGANIZATIONS

Mehen Norixius, known by his nickname Leaper, was born into the rare clan of Sapphire-Gem Dragonborns. From a young age, Mehen showed an affinity for the natural world, feeling a deep connection to the vibrant beauty and life that surrounded him.

Growing up within his clan, Mehen witnessed the destructive forces of darkness that threatened to extinguish the light. He watched as his people fought valiantly to protect their homeland from encroaching evils, and his resolve to bring peace and harmony to the world only grew stronger.

Guided by his inherent sense of justice and a desire to preserve the natural order, Mehen embarked on a spiritual journey. He devoted himself to the path of the Oath of the Ancients, embracing the tenets of compassion, hope, and the eternal fight against darkness.

As a paladin, Mehen became a beacon of light and unwavering determination. Clad in shimmering armor, he ventured forth into the world, seeking to restore balance and safeguard the realms from those who sought to exploit or desecrate the sacred essence of life.

CHARACTER BACKGROUND

1. Celestial Aegis: Mehen carries a shield adorned with intricate engravings depicting celestial beings. Crafted from a rare and resilient metal, it exudes an ethereal glow, emanating a protective aura that repels malevolent forces.

2. Verdant Gauntlets: Mehen wears a pair of gauntlets woven from magically enhanced vines and infused with the essence of the earth. These gauntlets not only grant enhanced strength but also allow him to manipulate and command plants, bolstering his connection to nature.

3. Amulet of Sardior's Scale: Mehen wears a pendant amulet featuring a brilliant, shimmering scale from Sardior, the ancient dragon of gemstones and gems. The scale is a radiant emerald-green hue, veined with streaks of vibrant sapphire. The amulet resonates with ancient magic, providing Mehen with enhanced protection against elemental forces and a deeper connection to dragonkind.

ADDITIONAL FEATURES & TRAITS

TREASURE



Paladin

SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0 CANTRIPS

SLOTS TOTAL

SLOTS EXPENDED

1 3

 Cure Wounds (V, S) (1x free per long rest) Protection from Evil and Good (V, S, M) Thunderous Smite (V) Wrathful Smite (V) Ensnaring Strike (V) Speak with Animals (V, S) _____

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9

FEATURES, MAGIC ITEMS AND SPELLS

PALADIN

DIVINE SENSE

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the Hallow spell.

You can use this feature a number of times equal to $1 + \text{your Charisma modifier}$. When you finish a long rest, you regain all expended uses.
(Usages: 3)

LAY ON HANDS

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level $\times 5$.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

(Healing Pool: 15)

FIGHTING STYLE

Starting at 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the

die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

DIVINE SMITE

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8.

DIVINE HEALTH

By 3rd level, the divine magic flowing through you makes you immune to disease.

SACRED OATH (OATH OF THE ANCIENTS)

When you reach 3rd level, you swear the oath that binds you as a paladin forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

TENETS OF THE ANCIENTS

The tenets of the Oath of the Ancients have been preserved for uncounted centuries. This oath emphasizes the principles of good above any concerns of law or chaos. Its four central principles are simple.

Kindle the Light. Through your acts of mercy, kindness, and forgiveness, kindle the light of hope in the world, beating back despair.

Shelter the Light. Where there is good, beauty, love, and laughter in the world, stand against the wickedness that would swallow it. Where life flourishes, stand against the forces that would render it barren.

Preserve Your Own Light. Delight in song and laughter, in beauty and art. If you allow the light to die in your own heart, you can't preserve it in the world.

Be the Light. Be a glorious beacon for all who live in despair. Let the light of your joy and courage shine forth in all your deeds.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE ANCIENTS SPELLS

Paladin Level	Spells
3rd	Ensnaring Strike, Speak with Animals
5th	Moonbeam, Misty Step
9th	Plant Growth, Protection from Energy
13th	Ice Storm, Stoneskin
17th	Commune with Nature, Tree Stride

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Nature's Wrath. You can use your Channel Divinity to invoke primeval forces to ensnare a foe. As an action, you can cause spectral vines to spring up and reach for a creature within 10 feet of you that you can see. The creature must succeed on a Strength or Dexterity saving throw (its choice) or be restrained. While restrained by the vines, the creature repeats the saving throw at the end of each of its turns. On a success, it frees itself and the vines vanish.

Turn the Faithless. You can use your Channel Divinity to utter ancient words that are painful for fey and fiends to hear. As an action, you present your holy symbol, and each fey or fiend within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

GEM DRAGONBORN TRAITS

Gem dragonborn partake of the heritage of gem dragons, who claim to be heirs of Sardior, the Ruby Dragon. The colors and mysterious powers of gem dragons—amethyst, crystal, emerald, sapphire, and topaz—gleam in these dragonborn's scaled skin and course through their veins. Theirs are the wonders of the mind, the force of will, the brilliant light of insight, and the resounding echo of discovery—but also the desiccation of despair.

GEM ANCESTRY

Sapphire

You trace your ancestry to a Gem dragon,

granting you a special magical affinity. Choose one type of dragon from the Gem Ancestry table. This determines the damage type for your other traits as shown in the table.

BREATH WEAPON (FIZBAN'S TREASURY OF DRAGONS)

Thunder - 15 ft. cone (Dexterity Saving Throw, DC = 11, Damage: 1d10)

When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in a 15-foot cone. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 damage of the type associated with your Gem Ancestry. On a successful save, it takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

DAMAGE RESISTANCE

You have Resistance to the **Thunder** damage type associated with your Draconic ancestry.

PSIONIC MIND

You can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature, but the creature must be able to understand at least one language.

GEM FLIGHT

Starting at 5th level, you can use a bonus action to manifest spectral wings on your body. These wings last for 1 minute. For the duration, you gain a flying speed equal to your walking speed and can hover. Once you use this trait, you can't do so again until you finish a long rest.

BACKGROUND

OUTLANDER

You grew up in the wilds, far from civilization and the comforts of town and technology. You've witnessed the migration of herds larger than forests, survived weather more extreme than any city-dweller could comprehend, and enjoyed the solitude of being the only thinking creature for miles in any direction. The wilds are in your blood, whether you were a nomad, an explorer, a recluse, a hunter-gatherer, or even a marauder. Even in places where you don't know the specific features of the terrain, you know the ways of the wild.

Skill Proficiencies. Athletics, Survival

Tool Proficiencies. Long Horn

Equipment. A staff, a hunting trap, a trophy from an animal you killed, a set of traveler's clothes, and a pouch containing 10gp

FEATURE: 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.

FEATS

GIFT OF THE METALLIC DRAGON

You've manifested some of the power of metallic dragons, granting you the following benefits:

Draconic Healing. You learn the Cure Wounds spell. You can cast this spell without expending a spell slot. Once you cast this spell in this way, you can't do so again until you finish a long rest. You can also cast this spell using spell slots you have. The spell's spellcasting ability is Intelligence, Wisdom, or **Charisma** when you cast it with this feat (choose when you gain the feat).

Protective Wings. You can manifest protective wings that can shield you or others. When you or another creature you can see within 5 feet of you is hit by an attack roll, you can use your reaction to manifest spectral wings from your back for a moment. You grant a bonus to the target's AC equal to your proficiency bonus against that attack roll, potentially causing it to miss. 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.

(Usages: 2)

MAGICAL ITEMS

AMULET OF SARDIOR'S SCALE

Is the holy symbol of this character and can be used as a *Spellcasting Focus*. A Spellcasting Focus eliminates the need of most components of a spell, except major components with a GP value.

SPELLS

LEVEL 1

CURE WOUNDS

1st-Level Evocation

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

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.

PROTECTION FROM GOOD AND EVIL

1st-Level Abjuration

Casting Time: 1 Action

Range: Touch

Components: V, S, M (holy water or powdered silver and iron, which the spell consumes)

Duration: Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

THUNDEROUS SMITE

1st-Level Evocation

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The first time you hit with a melee weapon attack during this spell's duration, your weapon rings with thunder that is audible within 300 feet of you, and the attack deals an extra $2d6$ thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

WRATHFUL SMITE

1st-Level Evocation

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra $1d6$ psychic damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you

until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

ENSNARING STRIKE

1st-Level Conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away.

While restrained by this spell, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

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

SPEAK WITH ANIMALS

1st-Level Divination (Ritual)

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 10 minute

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 GM's discretion.

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

MELEE WEAPONS

Attack Roll.

Battleaxe:

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 25

Spear (Versatile, Throwable):

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 25

Damage Roll.

Battleaxe:

1d6 + STR-Modifier

Current Max: 9

Spear (Versatile, Throwable):

1d6 (1d8) + STR-Modifier

Current Max (one-handed): 9

Current Max (two-handed): 11

Current Max (thrown): 9

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 25

Damage Roll.

Unarmed Strike:

1 + STR-Modifier

Current Max: 4

SPEAR OF THE GREEN

Weapon, Spear, legendary (requires attunement by a paladin)



APPEARANCE

The Spear of the Green is a remarkable weapon, exuding an ancient and mystical aura. Its shaft is crafted from a rare, dark wood that seems to absorb the light around it, giving the weapon an almost ethereal quality. The wood is smooth and cool to the touch, inlaid with intricate silver filigree that spirals up towards the spearhead. This filigree work is delicate and seems to depict a variety of forest scenes, with leaves, vines, and the occasional small animal hidden within its design.

At the spear's head, the metal is unlike any

other; it gleams with a soft, greenish hue that suggests it was forged not from iron or steel but from some magical mineral. The spearhead itself is leaf-shaped, broad and thin, honed to a razor's edge on both sides. It seems to shimmer slightly in the light, as if it were not entirely solid, giving the impression of a blade made from condensed forest mist.

HISTORY

The Spear of the Green is shrouded in legends that trace back to the earliest days of the world, when magic flowed freely and the boundary between the earthly and the ethereal was thin. It is said to have been crafted by the ancient Druids, guardians of nature, who sought to create a weapon that could protect the balance of life. Forged in a ritual that harnessed the essence of the primordial forest, the spear was imbued with the strength of ancient trees and the wisdom of the earth itself.

Throughout the ages, the Spear of the Green has been wielded by heroes chosen for their pure hearts and unwavering dedication to the natural world. It played pivotal roles in battles that are now the stuff of legend, always appearing at times when the balance between nature and civilization was threatened.

The spear's last known bearer was a ranger named Elarion, who vanished into the mists of the Enchanted Forest centuries ago, defending the realms against a darkness that sought to engulf the world. Since then, the Spear of the Green has been lost to myth, waiting for a new champion to claim its power and continue the eternal vigil over the natural order.

MAGIC

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you cast a paladin spell with a target of Self, you can't lose concentration on the spell from taking damage. This bonus increases to +2 at level 10 and +3 at level 17.

While you hold the drawn spear, it creates an aura in a 10-foot radius around you. Creatures of your choice in that aura gain resistance to poison damage and have advantage on saving throws against the poisoned condition. If you have 17 or more levels in the paladin class, the radius of the aura increases to 30 feet.

CELESTIAL AEGIS

Armor, Shield, uncommon (requires attunement)



APPEARANCE

The "Celestial Aegis" shield exudes an aura of divine protection and ethereal beauty. Crafted from a rare, resilient metal, its surface is polished to a mirror-like sheen, reflecting a myriad of colors that seem to shift with the viewer's perspective. The metal has an otherworldly glow, subtly pulsating with light, hinting at the celestial energy infused within.

The shield's design is both intricate and symbolic, featuring motifs of celestial bodies—stars, moons, and comets—that swirl around a central emblem: a radiant eye, representing wisdom and vigilance. This emblem is not merely decorative; it seems to gaze into the very soul of those who meet its stare, imbued with a protective magic that repels malevolence.

Around the edge, the metalwork intricately weaves into patterns reminiscent of wings, suggesting the shield's ability to guard and

elevate its bearer above common strife. The glow from the shield casts a soft, protective light around it, creating an aura that feels both comforting and empowering. Holding it, one would feel a sense of heightened awareness and readiness, as if the shield itself is attuned to impending dangers, granting its wielder an advantage in foresight and perception.

HISTORY

The Celestial Aegis was forged during the zenith of the Age of Heroes, a time when celestial beings often walked the lands of mortals, guiding and protecting them against the encroaching darkness. Its creation was commissioned by a conclave of high priests and celestial warlocks, who sought to embody the divine protection of the heavens in a form that could be wielded by mortals.

The metal used in the shield's construction was sourced from a fallen star, discovered in the crater of a sacred mountain. This rare metal, known for its resilience and its natural affinity for divine magic, was smelted and blessed in a ritual that lasted seven days and seven nights, under the light of a full moon. The celestial beings themselves lent their power to the ritual, infusing the shield with a fragment of their divine essence. This granted the Celestial Aegis its ethereal glow and the ability to repel malevolent forces.

Over the centuries, the Celestial Aegis has been wielded by various heroes and champions chosen by the heavens. Each bearer has left their mark on history, using the shield to turn the tide of many battles against the forces of darkness. Legends tell of the shield's protective aura shielding entire armies from harm, and its glow guiding lost travelers through the darkest nights.

However, the Celestial Aegis is not just an instrument of war; it is a symbol of hope, a reminder of the celestial beings' watchful presence over the world. Its last known bearer was a paladin named Sir Alaric, who vanished while on a quest to seal a rift between the mortal world and the Abyss. The shield's whereabouts have since become a mystery, fueling countless expeditions and tales of adventure among those who seek to wield its divine power once more.

MAGIC

While holding this shield, you have advantage on Initiative rolls and Wisdom (Perception) checks.