

DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

CONDITIONAL

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

PASSIVE PERCEPTION

INITIATIVE

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

RACIAL TRAITS

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING

Shield Master. If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield. If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you. If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

Alert. You can't be surprised while you are conscious. Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

Divine Sense (Action—6/Long Rest). You can open your awareness to detect presence of strong evil. 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 of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated.

Lay on Hands (Action—40/Long Rest). You can touch a creature and draw power from the pool to restore a number of hp to that creature, up to the maximum amount remaining in your pool. You can expend 5 hp from your pool of healing to cure the target of one disease or neutralize one poison affecting it. This feature has no effect on undead and constructs.

Fighting Style.
Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Divine Smite. 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.

Divine Health. The divine magic flowing through you makes you immune to disease.

Oath of Vengeance.

Extra Attack. You can attack twice, instead of once, whenever you take the Attack action on your turn.

Aura of Protection. Whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a +5 bonus to the saving throw. You must be conscious to grant this bonus.

Abjure Enemy (Action—Channel Divinity). You present your holy symbol and speak a prayer of denunciation, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw. On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed. On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

Vow of Enmity (Bonus Action—Channel Divinity). You can utter a vow of enmity against a creature you can see within 10 feet of you, using your Channel Divinity. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

Relentless Avenger. When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Heavy Armor, Shields

Weapon Proficiencies. Simple Weapons, Martial Weapons

Tool Proficiencies. Vehicles land, Dice set

Languages. Common, Draconic

PROFICIENCIES & LANGUAGES



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I'm always polite and respectful. I'm always polite and respectful.

PERSONALITY TRAITS

Greater Good. Our lot is to lay down our lives in defense of others. (Good)

IDEAL

I'll never forget the crushing defeat my company suffered or the enemies who dealt it.

BOND

My hatred of my enemies is blind and unreasoning.

FLAW

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

ADVENTURING GEAR

#lb

MAGIC ITEMS

#lb

ATTUNED MAGIC ITEMS

/

VALUABLES — GEMS, ART OBJECTS, TRADE GOODS

#lb

COPPER

SILVER

ELECTRUM

GOLD

PLATINUM

ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIED

CARRY CAPACITY

PUSH, DRAG, LIFT

INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

Ring of Protection. You gain a +1 bonus to AC and saving throws while wearing this ring.

Ring of Protection. You gain a +1 bonus to AC and saving throws while wearing this ring.

Hippogriff Zephir. Hipogrifo: Zephir
Armor Class 11
Hit Points 19 (3d10 + 3)
Speed 40 ft., fly 60 ft.
STR 17 (+3)
DEX 13 (+1)
CON 13 (+1)
INT 2 (-4)
WIS 12 (+1)
CHA 8 (-1)
Skills Perception +5
Senses Passive Perception 15

Keen Sight. The hippogriff has advantage on Wisdom (Perception) checks that rely on sight.
Actions
Multiattack. The hippogriff makes two attacks: one with its beak and one with its claws.
Beak. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage.
Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Sword of Answering. In the world of Greyhawk, only nine of these blades are known to exist. Each is patterned after the legendary sword Fragarach, which is variously translated as "Final Word." Each of the nine swords has its own name and alignment, and each bears a different gem in its pommel.
You gain a +3 bonus to attack and damage rolls made with this sword. In addition, while you hold the sword, you can use your reaction to make one melee attack with it against any creature in your reach that deals damage to you. You have advantage on the attack roll, and any damage dealt with this special attack ignores any damage immunity or resistance the target has.

Shield +2. While holding this shield, you have a bonus to AC determined by the shield's rarity. This bonus is in addition to the shield's normal bonus to AC.

INVENTORY — ITEM DESCRIPTIONS & NOTES

STORED ITEM

#lb

STORED ITEM

#lb

STORED ITEMS

QUEST ITEMS & TRINKETS

Bueno, quisiera que Balkax sea hijo de una familia noble. vas a encontrar algunas cosas parecidas con la historia de Percival de vox machina (pero el tema de la venganza es algo que necesito como motivacion, y no se me ocurre algo mejor que ser hijo de una familia noble traicionada)

Por eso es que elegi el background de soldado (porque va con la idea de haber sido entrenado bajo el tutelaje de una familia noble) especialidad: caballeria (obvio)

Rasgo de personalidad 1: educado y respetuoso (mas enfasis en como fue criado jaja)

Rasgo de personalidad 2: "puedo mirar un sabueso del infierno a los ojos sin pestañear" (esto es un chiche para sumar a la personalidad y de que una vez que me enfoco en algo, muy pocas cosas pueden cambiar mi forma de pensar, esto va a ayudar a toda la cosa de la venganza)

Su Ideal es el bien mayor: basicamente cree que vino a este mundo a mejorarlo, que va a salvar a cualquiera que necesite ser salvado incluso si tiene que sacrificarse

Su vinculo: es que nunca va a olvidar la derrota aplastante que sufrio su compania(esto lo cambiaria por su familia) y a los enemigos que los diezmaron.

Su falla: es que su odio por sus enemigos es ciego e irracional. (suma a todo el tema de la venganza)

Esas son cosas que fui eligiendo del manual, ahora para hacerlo un poco mas relatado.

La familia de Balkax esta compuesta por su hno mayor y su padre, el no sabe que fue de su madre, pero nunca se hablaba de eso en su casa. Cuando el tenia 13 años tuvo que escapar del castillo de la familia porque una horda de enemigos asaltaron el castillo (aparentemente los dejaron entrar, durante la noche, porque no hay forma de pasar las defenzas en una noche) y mataron a todo el mundo. El padre le pidio que escape por un pasadizo secreto que habia en el castillo y se quedo para pelear (la familia de el era la administradora del castillo, asique no podia escapar y deajr que maten a todos los subditos tampoco).

Del ejemplo del padre, Balkax aprendio a sacrificarse para salvar al resto.

Luego de eso, paso tiempo en la calle hasta que una iglesia lo recogio y lo educo en religion, algunas cosas de arcana, lo basico (no tengo proficiencia en esto, pero seria como para que eventualmente elija el camino del paladin), conozca algo de monstruos, etc. A los 18 años decidio dejar la iglesia para salir a hacer el bien en el mundo(los metodos de la iglesia estan bien y todo pero Balkax es un hombre de accion, eso de rezar hasta que las cosas se resuelvan no va mucho con el)

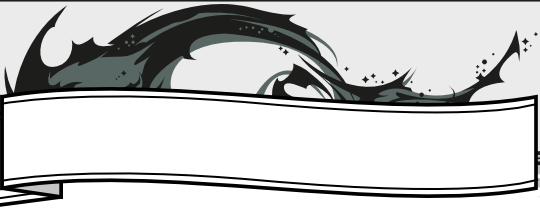
Despues cayo en la ciudad en la que estaban y consiguio laburo como guardia de la ciudad porque claramente es bueno para pelear. y ahi conocio a la compania de Freya.

Para el, su vida pasada esta muy enterrada en su subconsciente. Tanto que ya ni recuerda las facciones de sus familiares, ni las personas con las que crecio en su antiguo castillo. Pero muy dentro suyo, tiene un impulso por volver a su tierra y vengarse de los que lo traicionaron.

NOTES

Sucesos en el orden cronologico:Escapamos de los ladrones pero parece ser que le gritaron a lerik "ya no sos igual, ya no sos igual". en algun momento voy a tratar de investigar que paso con eso. no es que desconfie de el (como dije donde describi a lerik, creo que el tipo necesita que lo ayudemos a lidiar con su debilidad), pero tampoco puedo dejar ese cabo suelto. Cuando nos fuimos caminando con Neji, el tmb estaba un poco disgustado con ese tema. Asique mas adelante voy a hablar con el resto de la party sin lerik y vamos a ver que hacemos con el.Neji demostro tener un conocimientos de naturaleza bastante extenso, su intuicion lo llevo a descubrir un nuevo baston que parece ser muy poderoso y la diadema que uso Feanor para liberar a un Dragon Dorado (jesucristo) XDDescubrimos que uno de nuestros compañeros Feanor tiene lazos a lo que parece ser un antiguos linaje de dragones. Mi dios es bahamut, asique se lo que es un dragon dorado cuando lo veo. En el momento en que aparecio el dragon yo senti que era un enviado de Bahamut para ayudarnos (jesucristo es el camino XD). Lo que no sabia es que tmb estaba rompiendo el pequeño equilibrio que mantenia al elfo maligno a raya.Luego descubrimos que Candlekeep es un bastion de la maldad y necesitamos ir a limpiarlo (mi antiguo hogar) esto es algo que me tiene un poco preocupado. no se como afectara a mis emociones entrar de nuevo a mi viejo hogar. pero antes de emprender este viaje me afianzaria en mis amigos (tengo que interrogar a lerik)

NOTES



SPELLCASTING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE

1ST LEVEL4 SPELL SLOTS

2ND LEVEL3 SPELL SLOTS

Bane

1st-level enchantment

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
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.

Oath Spells (Paladin)

Player's Handbook

Bless

1st-level enchantment

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a sprinkling of holy water)

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to 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.

Prepared (Paladin)

Player's Handbook

Command

1st-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 round
COMPONENTS	V

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Prepared (Paladin)

Player's Handbook

Compelled Duel

1st-level enchantment

CASTING TIME	1 bonus action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V

You attempt to compel a creature into a duel. One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you.

Prepared (Paladin)

Player's Handbook

Cure Wounds

1st-level evocation

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

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.

Prepared (Paladin)

Player's Handbook

Detect Evil and Good

1st-level divination

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place of object within 30 feet of you that has been magically consecrated or desecrated. 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.

Prepared (Paladin)

Player's Handbook

Detect Magic

1st-level divination (ritual)

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S

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 is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Prepared (Paladin)

Player's Handbook

Detect Poison and Disease

1st-level divination (ritual)

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (a yew leaf)

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Prepared (Paladin)

Player's Handbook

Divine Favor

1st-level evocation

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

Prepared (Paladin)

Player's Handbook

Heroism

1st-level enchantment

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

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.

Prepared (Paladin)

Player's Handbook

Hunter's Mark

1st-level divination

CASTING TIME	1 bonus action
RANGE	90 feet
DURATION	Concentration, up to 1 hour
COMPONENTS	V

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Oath Spells (Paladin)

Player's Handbook

Protection from Evil and Good

1st-level abjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (holy water or powdered silver and iron, which the spell consumes)

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.

Prepared (Paladin)

Player's Handbook

Purify Food and Drink

1st-level transmutation (ritual)

CASTING TIME	1 action
RANGE	10 feet
DURATION	Instantaneous
COMPONENTS	V, S

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Prepared (Paladin)

Player's Handbook

Searing Smite

1st-level evocation

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spells ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends.

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

Prepared (Paladin)

Player's Handbook

Shield of Faith

1st-level abjuration

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (a small parchment with a bit of holy text written on it)

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Prepared (Paladin)

Player's Handbook

Thunderous Smite

1st-level evocation

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

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.

Prepared (Paladin)

Player's Handbook

Wrathful Smite

1st-level evocation

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

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.

Prepared (Paladin)

Player's Handbook

Aid

2nd-level abjuration

CASTING TIME	1 action
RANGE	30 feet
DURATION	8 hours
COMPONENTS	V, S, M (a tiny strip of white cloth)

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

Prepared (Paladin)

Player's Handbook

Branding Smite

2nd-level evocation

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it is invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each slot level above 2nd.

Prepared (Paladin)

Player's Handbook

Find Steed

2nd-level conjuration

CASTING TIME	10 minutes
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V, S

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose, such as a warhorse, a pony, a camel, an elk, or a mastiff. (Your DM might allow other animals to be summoned as steeds.) The steed has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum.

While your steed is within 1 mile of you, you can communicate with each other telepathically.

You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

Prepared (Paladin)

Player's Handbook

Hold Person

2nd-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a small, straight piece of iron)

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 on additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Oath Spells (Paladin)

Player's Handbook

Lesser Restoration

2nd-level abjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

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

Prepared (Paladin)

Player's Handbook

Locate Object

2nd-level divination

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 10 minutes
COMPONENTS	V, S, M (a forked twig)

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close - within 30 feet - at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

Prepared (Paladin)

Player's Handbook

Magic Weapon

2nd-level transmutation

CASTING TIME	1 bonus action
RANGE	Touch
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

Prepared (Paladin)

Player's Handbook

Misty Step

2nd-level conjuration

CASTING TIME	1 bonus action
RANGE	Self
DURATION	Instantaneous
COMPONENTS	V

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

Oath Spells (Paladin)

Player's Handbook

Protection from Poison

2nd-level abjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	1 hour
COMPONENTS	V, S

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize on poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

Prepared (Paladin)

Player's Handbook

Zone of Truth

2nd-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	10 minutes
COMPONENTS	V, S

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such creatures can be evasive in its answers as long as it remains within the boundaries of the truth.

Prepared (Paladin)

Player's Handbook

Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

You gain a +1 bonus to AC and saving throws while wearing this ring.

If you are proficient with the Dice Set, you can add your proficiency bonus to ability checks you make to play a game.

Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

You gain a +1 bonus to AC and saving throws while wearing this ring.

Speed. 60 ft.
Carrying Capacity. 540 lb.

In the world of Greyhawk, only nine of these blades are known to exist. Each is patterned after the legendary sword Fragarach, which is variously translated as "Final Word." Each of the nine swords has its own name and alignment, and each bears a different gem in its pommel.

You gain a +3 bonus to attack and damage rolls made with this sword. In addition, while you hold the sword, you can use your reaction to make one melee attack with it against any creature in your reach that deals damage to you. You have advantage on the attack roll, and any damage dealt with this special attack ignores any damage immunity or resistance the target has.

Name	Alignment	Gem
Answerer	Chaotic good	Emerald
Back Talker	Chaotic evil	Jet
Concluder	Lawful neutral	Amethyst
Last Quip	Chaotic neutral	Tourmaline
Rebutter	Neutral good	Topaz
Replier	Neutral	Peridot
Retorter	Lawful good	Aquamarine
Scather	Lawful evil	Garnet
Squelcher	Neutral evil	Spinel

While holding this shield, you have a bonus to AC determined by the shield's rarity. This bonus is in addition to the shield's normal bonus to AC.