



DUNGEONS & DRAGONS®

Seraphina Dawnsworn

CHARACTER NAME

Cleric 2

CLASS & LEVEL

Aasimar

RACE

Judge's Apprentice

BACKGROUND

M4RZ

PLAYER NAME

Lawful Good

ALIGNMENT

EXPERIENCE

STRENGTH	9
	-1

INSPIRATION	+2 PROFICIENCY BONUS
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DEXTERITY	10
	+0

CONSTITUTION	12
	+1

INTELLIGENCE	16
	+3

WISDOM	16
	+3

CHARISMA	12
	+1

SKILLS

O -1 Strength
O 0 Dexterity
O +1 Constitution
O +3 Intelligence
● +5 Wisdom
● +3 Charisma

SAVING THROWS

O 0 Acrobatics (Dex)
O +3 Animal Handling (Wis)
O +3 Arcana (Int)
O -1 Athletics (Str)
O +1 Deception (Cha)

● +5 History (Int)
● +5 Insight (Wis)
O +1 Intimidation (Cha)
● +5 Investigation (Int)
● +5 Medicine (Wis)

O +3 Nature (Int)
O +3 Perception (Wis)
O +1 Performance (Cha)
● +3 Persuasion (Cha)
● +5 Religion (Int)

O 0 Sleight of Hand (Dex)
O 0 Stealth (Dex)
O +3 Survival (Wis)

PASSIVE WISDOM (PERCEPTION)

13

Languages:

Common, Celestial, Abyssal

Armor:

Light Armor, Medium Armor, Shields

Weapons:

Simple Weapons

Tools:

Calligrapher's Supplies

OTHER PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING

NAME

ATK BONUS

DAMAGE/TYPE

Mace +1 1d6 b

Crossbow +2 1d8 p

Unarmed Strike +1 0 b

Radiant Justice Mace

Crossbow, 30 Bolts

ATTACKS & SPELLCASTING

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DAMAGE/TYPE



Seraphina Dawnsworn

CHARACTER NAME

32

AGE

5'10

HEIGHT

140 lbs

WEIGHT

Celestial Blue

EYES

Porcelain

SKIN

Red Crimson

HAIR



Seraphina Dawnsworn, an Aasimar Cleric, has red hair, celestial blue eyes, and elegant white angelic wings. Her porcelain skin glows faintly, reflecting her divine heritage. Her presence exudes celestial authority and compassion, inspiring respect and admiration.

CHARACTER APPEARANCE

Seraphina's celestial lineage grants her innate knowledge and understanding of the multiverse. She has a natural affinity for discerning the cosmic significance of events and interpreting the signs sent by celestial entities. This insight allows her to occasionally receive visions or prophetic dreams, guiding her on her journey and uncovering hidden truths.

Seraphina emits a gentle aura of celestial light, which comforts those around her and dispels darkness and fear. The aura is an extension of her innate goodness and reflects her role as a bringer of justice and hope.

Seraphina possesses a profound empathy for all living beings, allowing her to sense their emotions and intentions. This innate connection grants her insight into the motivations and feelings of others, making her an exceptional mediator and diplomat.

Seraphina's presence exudes an aura of divine serenity, bringing a sense of calm to those around her. In moments of turmoil or distress, her soothing presence grants advantage on Wisdom (Insight) checks when attempting to understand and calm agitated individuals.

ADDITIONAL FEATURES & TRAITS

The Law Divine Order is an ancient and sacred organization, forged in the celestial splendor of the multiverse. Comprised of celestial beings and devoted servants of cosmic justice, they serve as the vigilant enforcers of order and righteousness across diverse realms.

Embracing the principles of impartiality and compassion, the Law Divine Order stands as the law's hand, ensuring justice is served and disputes are settled with wisdom and fairness. Their emissaries, known as Fatebinders, are chosen or appointed from various backgrounds, united by their unwavering commitment to upholding the sacred contract that binds them.

NAME

Law Divine Order



SYMBOL

ALLIES & ORGANIZATIONS

In the radiant splendor of the celestial realm, Seraphina Dawnsworn was born amidst the whispers of the celestial beings who served as guardians of justice and order. As an Aasimar born into the line of Fatebinders, her destiny was intricately woven with the cosmic tapestry of the multiverse.

Her true journey began when she was chosen as an apprentice to a wise and venerable judge of the celestial courts. Under her mentor's guidance, Seraphina immersed herself in the complexities of cosmic law, traversing the myriad planes and witnessing the diverse cultures and civilizations that populated the multiverse.

One fateful day, as she meditated in the Radiant Citadel's inner sanctum, she was chosen by the divine forces to become a Fatebinder, a cosmic agent of justice bound by a celestial contract. Whether it was fate or her own noble actions that led her to this path, Seraphina accepted the calling with humility and determination.

CHARACTER BACKGROUND

- Celestial Medallion:** A radiant medallion bestowed upon Seraphina during her initiation as a Fatebinder. The medallion glows softly with celestial light and grants her a sense of purpose and confidence in her cosmic duties.
- Ancestral Amulet:** An amulet passed down through her celestial lineage. The amulet holds a small fragment of a star, symbolizing her celestial heritage and serving as a focus for her divine spells.
- Celestial Quill and Scroll:** A divine quill and scroll set, gifted to Seraphina by an elder celestial being. When she writes with the quill, the scroll records her words in celestial script, preserving her wisdom and experiences for future generations.
- Halo of Guidance:** A radiant halo that appears above Seraphina's head when she is in moments of deep contemplation or decision-making. The halo provides a sense of reassurance and guidance, allowing her to reroll one ability check or saving throw per long rest.

TREASURE



Cleric

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0 CANTRIPS

Light (V, M)

Sacred Flame (V, S)

Guidance (V, S)

Friends (S, M)

SLOTS TOTAL

SLOTS EXPENDED

1 2

Bless (V, S, M)

Cure Wounds (V, S)

Guiding Bolt (V, S)

Shield of Faith (V, S, M)

Command (V)

Protection from Good and Evil (V, S, M)

3

4

6

7

8

9

SPELLS KNOWN

FEATURES, MAGIC ITEMS AND SPELLS

AASIMAR TRAITS

DARKVISION

Blessed with a radiant soul, your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

CELESTIAL RESISTANCE

You have resistance to necrotic damage and radiant damage.

HEALING HANDS

As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.

LIGHT BEARER

You know the Light cantrip.

CELESTIAL REVELATION

When you reach 3rd level, choose one of the revelation options below. Thereafter, you can use a bonus action to unleash the celestial energy within yourself, gaining the benefits of that revelation. Your transformation lasts for 1 minute or until you end it as a bonus action. Once you transform using your revelation below, you can't use it again until you finish a long rest:

RADIANT SOUL

Two luminous, spectral wings sprout from your back temporarily. Until the transformation ends, you have a flying speed equal to your walking speed, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra damage equals your proficiency bonus.

JUDGE'S APPRENTICE

LEGAL ACUMEN

As a Judge's Apprentice, you have spent significant time learning the intricacies of cosmic law and the legal systems of various planes. You gain a +2 bonus to all Intelligence (Investigation) checks related to legal matters, understanding contracts, and interpreting local laws and customs. In addition, your insight into the human condition and motivations grants you a

+2 bonus to Wisdom (Insight) checks when dealing with individuals entangled in legal disputes.

CLERIC

DIVINE DOMAIN (LAW)

As a cleric of law you are charged with upholding your god's divine mandates. Whether its bringing in suspects for questioning or passing judgement right there on the streets, the Law domain cleric seeks out violators of divine justice and seeks to punish them. You are bound by this same code and must adhere to it. You know the will of your god and their laws and concepts of justice. As such many Law domain Clerics are hired by local governments to act as law enforcement or even bounty hunters.

EXPANDED SPELL LIST

LAW DOMAIN SPELLS

Cleric Level	Spells
• 1st	Command, Protection from Evil and Good
3rd	Arcane Lock, Zone of Truth
5th	Beacon of Hope, Counterspell
7th	Banishment, Private Sanctum
9th	Dominate Person, Geas

A LAWFUL FRIEND

When you choose this domain at 1st level, you gain the Friends cantrip if you don't already know it. You also gain proficiency in the History and Persuasion skills, and one additional language of your choice.

CHANNEL DIVINITY: BRINGER OF LAW

Starting at 2nd level you can use your Channel Divinity to cast one of the spells from the expanded spell list of this subclass that you have access to based on your level. Casting one of these spells using Bringer of Law does not consume a spell slot, but is done at their base spell level only. Spells cast using Bringer of Law cannot be dispelled with counterspell or dispel magic, but are still subject to effects that prevent the use of magic, such as antimagic field.

CHANNEL DIVINITY

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by

your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rest, and beginning at 18th level, you can it three times between rests. When you finish a short or long rest, you regain your expended uses.

CHANNEL DIVINITY: TURN UNDEAD

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any 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 only use 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.

SPELLS

CANTRIPS

LIGHT

Evocation Cantrip

Casting Time: 1 Action

Range: Touch

Components: V, M (a firefly or phosphorescent moos)

Duration: 1 hour

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

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

SACRED FLAME

Evocation Cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V,S

Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

GUIDANCE

Divination Cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Concentration, Up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

MENDING

Transmutation Cantrip

Casting Time: 1 Minute

Range: Touch

Components: V, S, M (2 Lodestones)

Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

FRIENDS

Cantrip Enchantment

Casting Time: 1 Action

Range: Self

Components: S, M (a small amount of make-up applied to the face as this spell is cast)

Duration: Concentration, Up to 1 minute

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

LEVEL 1

BLESS

1st Level Enchantment

Casting Time: 1 Action

Range: 30 feet

Components: V, S, M (A sprinkling of holy water)

Duration: Concentration, Up to 1 minute

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.

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.

GUIDING BOLT

1st Level Evocation

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: 1 Round

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.

SHIELD OF FAITH

1st Level Abjuration

Casting Time: 1 Bonus Action

Range: 60 feet

Components: V, S, M (A small parchment with a bit of holy text written on it)

Duration: Concentration, Up to 10 minutes

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

COMMAND

1st Level Enchantment

Casting Time: 1 Action

Range: 60 feet

Components: V

Duration: 1 Round

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 GM 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.

PROTECTION FROM EVIL AND GOOD

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.

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

MELEE WEAPONS

Attack Roll.

Radiant Justice Mace:

1d20 + STR-Modifier + Proficiency Modifier
Current Max: 21

Damage Roll.

Radiant Justice Mace:

1d6 + STR-Modifier
Current Max: 5

RANGED WEAPONS

Attack Roll.

Crossbow:

1d20 + DEX-Modifier + Proficiency Modifier
Current Max: 22

Damage Roll.

Crossbow:

1d6 + DEX-Modifier
Current Max: 6

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

1d20 + STR-Modifier + Proficiency Modifier
Current Max: 21

Damage Roll.

Unarmed Strike:

1 + STR-Modifier
Current Max: 0

RADIANT JUSTICE MACE

Weapon, Mace, rare (requires attunement)



APPEARANCE

The "Radiant Justice Mace" stands as a paragon of celestial craftsmanship, embodying the ethereal essence of the heavens themselves. Its handle, crafted from the finest silver, gleams with a polished sheen that reflects light as if cradling the stars. Intricate engravings run along the length of the handle, depicting scenes of valor and righteousness, hinting at the weapon's divine origin.

Atop the handle, the head of the mace is a masterpiece of golden radiance. Forged in the shape of a sunburst, it is adorned with gemstones that shimmer in hues of azure and crimson, symbolizing the duality of dawn and dusk. The edges of the sunburst are finely honed, each point gleaming with a light so pure it seems capable of piercing the shadows cast by the most malevolent entities.

Surrounding the mace, a celestial aura pulsates gently, casting soft glows of light that dance across the surfaces of the armory. This halo of light ebbs and flows with a life of its own, reflecting the weapon's mood and intent. It whispers of ancient battles fought in the name of justice and the eternal struggle between light and darkness.

The "Radiant Justice Mace" is more than a weapon; it is a beacon of hope, a symbol of the enduring power of good. Its presence alone inspires courage in the hearts of the righteous and instills fear in the essence of the wicked.

HISTORY

The "Radiant Justice Mace" traces its origins to the celestial realms, forged by the combined will of the deities of light and justice. Its creation was necessitated by the rise of a formidable darkness that threatened the very fabric of existence across multiple realms. Crafted in the heart of a dying star, the mace was imbued with the essence of celestial light and the indomitable spirit of justice.

Upon its completion, the mace was bestowed upon a mortal champion, chosen for their unwavering heart and purity of purpose. This champion became the vanguard of a heavenly campaign, wielding the mace to dispel shadows and bring hope to the darkest corners of the universe. Throughout the ages, the mace has been passed down through a lineage of heroes, each chosen for their valor and righteousness.

Legends tell of battles where the mace's light turned the tide against overwhelming darkness, its celestial aura capable of breaking the most powerful curses and banishing ancient evils back into the void. The "Radiant Justice Mace" remains a symbol of the eternal fight against darkness, its history intertwined with the fate of countless worlds.

MAGIC

RADIANT DEFENDER SHIELD

Armor, Shield, rare (requires attunement)



APPEARANCE

The "Radiant Defender Shield" serves as the embodiment of celestial guardianship, a formidable artifact infused with the essence of light itself. Its broad, rounded surface is crafted from a divine alloy, shimmering with a blend of silver and gold that mirrors the luminous expanse of the heavens. At the heart of the shield, a sunburst motif radiates outward, its rays extending to the very edges, symbolizing the unstoppable force of light dispersing darkness.

Each ray of the sunburst is meticulously detailed, edged in gold, and inlaid with symbols of protection-runes and glyphs that speak of ancient pacts and promises of safeguarding. The perimeter of the shield is framed by a delicate filigree of gold, an intricate lacework that adds to its majestic aura, as if it were crowned by the very essence of dawn.

The shield's celestial aura is palpable, a gentle glow that surrounds it with a soft, protective light. This light seems to pulse in rhythm with the heartbeat of the righteous, strengthening in the presence of evil, its luminescence intensifying to guide and protect.

Wielding the "Radiant Defender Shield" is not

merely a matter of physical protection; it is a statement of divine allegiance, a commitment to uphold the forces of good in the eternal battle against darkness. Its presence on the battlefield inspires hope and courage, a beacon of light that guides the way to victory.

HISTORY

The "Radiant Defender Shield" was created in a celestial forge as a counterpart to the "Radiant Justice Mace", envisioned to protect and preserve the balance between light and darkness. Its creation was overseen by deities of protection and sacrifice, who sought to embody the ultimate defence against the encroaching shadows that sought to engulf the realms in despair.

Inscribed within its metal are the vows of its creators, promising salvation and sanctuary to those who stand against the tide of darkness. The shield first appeared in the mortal realm in the hands of a guardian whose name is lost to time, a being who stood alone against a horde of shadows at the dawn of the first age.

Throughout history, the shield has served as the bulwark against the onslaught of evil, never yielding, its light a steadfast beacon in the most desperate hours. It has been wielded by paladins, knights, and guardians of the light, each adding to its legacy - a legacy of battles won not just by strength, but by the unbreakable will to protect those who cannot protect themselves.

Together, the "Radiant Justice Mace" and the "Radiant Defender Shield" are more than artifacts; they are the embodiment of the eternal struggle between light and darkness, a reminder of the power of hope and the unyielding spirit of those who stand in defence of the light.

MAGIC