



DUNGEONS &amp; DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, &amp; CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

<b>STRENGTH</b>	<b>PROFICIENCY BONUS</b>
<input type="radio"/> Strength	<input type="radio"/> Dexterity
<input type="radio"/> Constitution	<input type="radio"/> Intelligence
<input type="radio"/> Wisdom	<input type="radio"/> Charisma
CONDITIONAL	
<b>SAVING THROWS</b>	
Acrobatics (Dex) <input type="radio"/> Animal Handling (Wis) <input type="radio"/> Arcana (Int) <input type="radio"/> Athletics (Str) <input type="radio"/> Deception (Cha) <input type="radio"/> History (Int) <input type="radio"/> Insight (Wis) <input type="radio"/> Intimidation (Cha) <input type="radio"/> Investigation (Int) <input type="radio"/> Medicine (Wis) <input type="radio"/> Nature (Int) <input type="radio"/> Perception (Wis) <input type="radio"/> Performance (Cha) <input type="radio"/> Persuasion (Cha) <input type="radio"/> Religion (Int) <input type="radio"/> Sleight of Hand (Dex) <input type="radio"/> Stealth (Dex) <input type="radio"/> Survival (Wis)	
<b>SKILLS</b>	
<b>PASSIVE PERCEPTION</b>	
<b>INITIATIVE</b>	

NAME	RANGE	ATTACK	DAMAGE / TYPE

**ATTACKS & SPELLCASTING**

<b>ARMOR</b>	<b>SHIELD</b>	<b>STEALTH DISADVANTAGE</b>	
<b>AC</b>			
<b>ARMOR CLASS</b>			
<b>MAXIMUM</b>	<b>HIT DICE</b>	<b>TEMPORARY</b>	
<b>CURRENT HIT POINTS</b>			
<b>SPEED</b>	<b>FLY</b>	<b>CLIMB</b>	<b>SWIM</b>
<b>VISION</b>	<b>INSPIRATION</b>	<b>EXHAUSTION</b>	
<b>SPEED, SENSES, &amp; CONDITIONS</b>			

**Fey Ancestry.** Advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day.

**RACIAL TRAITS**

**Darkvision.** 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.

**Tough.** Your hit points maximum increases by 18.

**Divine Sense (Action—3/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 6d8. 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.

**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 +2 bonus to the saving throw. You must be conscious to grant this bonus.

**Sacred Weapon (Action—Channel Divinity).** For 1 minute, you add +2 to attack rolls made with that weapon. The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

**Turn the Unholy (Action—Channel Divinity).** Each fiend or 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 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.

**Aura of Devotion.** You and friendly creatures within 10 feet of you can't be charmed while you are conscious.

**Dragon Ancestor.** Whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

**Silver Dragon.** The silver dragon as your ancestor.

**Draconic Resilience.** When you aren't wearing armor, your AC equals 14.

**FEATURES & TRAITS**

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

**Weapon Proficiencies.** Longsword, Shortsword, Shortbow, Longbow, Simple Weapons, Martial Weapons

**Tool Proficiencies.** —

**Languages.** Common, Elvish, Goblin, Draconic, Celestial, Dwarvish, Primordial

**PROFICIENCIES & LANGUAGES**



CHARACTER NAME	GENDER	AGE	HEIGHT	WEIGHT
	EYES	SKIN		HAIR

CHARACTER PORTAIT

ALLIES & ORGANIZATIONS	NAME     SYMBOL
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ALLIES &amp; ORGANIZATIONS

Nothing can shake my optimistic attitude.  
I am tolerant (or intolerant) of other faiths and  
respect (or condemn) the worship of other gods.

PERSONALITY TRAITS

Charity. I always try to help those in need, no matter  
what the personal cost. (Good)

IDEAL

Everything I do is for the common people.

BOND

I put too much trust in those who wield power  
within my temple's hierarchy.

FLAW

BACKGROUND STORY

As an acolyte, you command the respect of those who share your  
faith, and you can perform the religious ceremonies of your deity.  
You and your adventuring companions can expect to receive free  
healing and care at a temple, shrine, or other established presence  
of your faith, though you must provide any material components  
needed for spells. Those who share your religion will support you  
(but only you) at a modest lifestyle. You might also have ties to a  
specific temple dedicated to your chosen deity or pantheon, and  
you have a residence there. This could be the temple where you  
used to serve, if you remain on good terms with it, or a temple  
where you have found a new home. While near your temple, you  
can call upon the priests for assistance, provided the assistance you  
ask for is not hazardous and you remain in good standing with your  
temple.

BACKGROUND FEATURE

A glass jar containing lard with a label that reads,  
"Griffon Grease"

TRINKET

ADDITIONAL FEATURES

**Healer's Kit. 7/10**

**Giant Slayer.** You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a giant with it, the giant takes an extra 2d6 damage of the weapon's type and must succeed on a DC 15 Strength saving throw or fall prone. For the purpose of this weapon, "giant" refers to any creature with the giant type, including ettins and trolls.

**Ring of Resistance, Fire.** You have resistance to fire damage while wearing this ring, which is set with a garnet.

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

**Belt of Dwarvenkind.** While wearing this belt, you gain the following benefits:

- Your Constitution score increases by 2, to a maximum of 20.
  - You have advantage on Charisma (Persuasion) checks made to interact with dwarves.

In addition, while attuned to the belt, you have a 50 percent chance each day at dawn of growing a full beard if you're capable of growing one, or a visibly thicker beard if you already have one.

If you aren't a dwarf, you gain the following additional benefits while wearing the belt:

- You have advantage on saving throws against poison, and you have resistance against poison damage.
  - You have darkvision out to a range of 60 feet.
  - You can speak, read, and write Dwarvish.

**Cloak of Displacement.** While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

**Plate +2.** You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

**Shield +1.** 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.

ADDITIONAL TREASURE

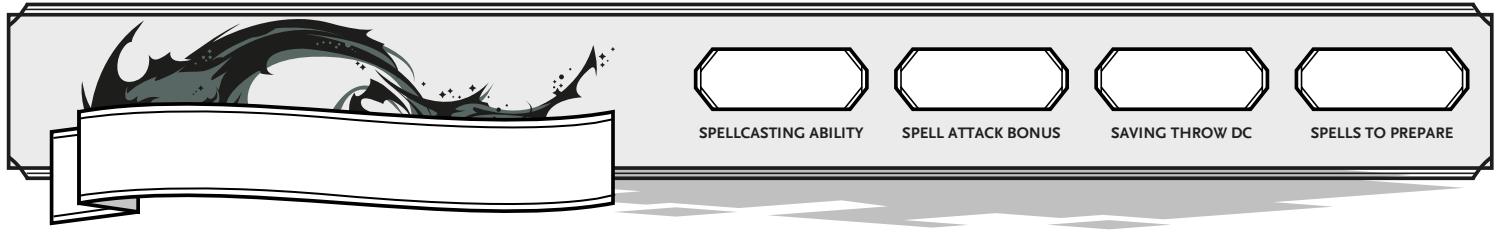
## INVENTORY — ITEM DESCRIPTIONS & NOTES

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## STORED ITEMS

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QUEST ITEMS & TRINKETS



SPELLCASTING ABILITY

SPELL ATTACK BONUS

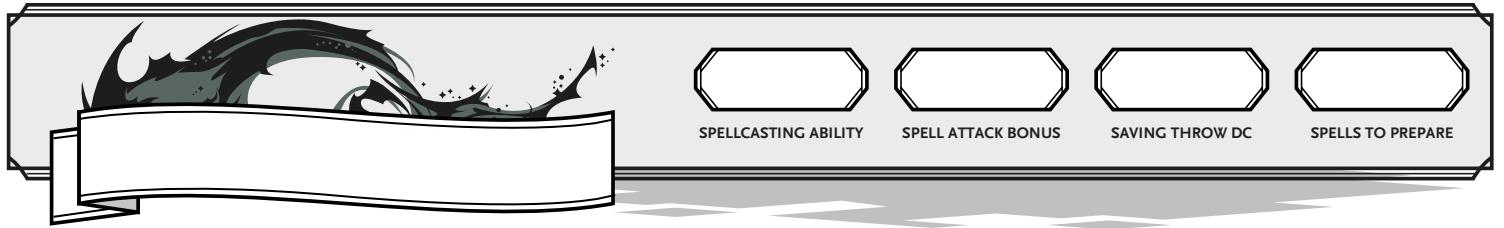
SAVING THROW DC

SPELLS TO PREPARE

1ST LEVEL	4 SPELL SLOTS	● ● ● ●	●	●	●
●			●		
●			●		
●			●		
●			●		
●			●		
●			●		
●			●		

2ND LEVEL	3 SPELL SLOTS	● ● ●	●	●	●
●			●		
●			●		
●			●		

3RD LEVEL	2 SPELL SLOTS	● ●	●	●	●
●			●		



SPELLCASTING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

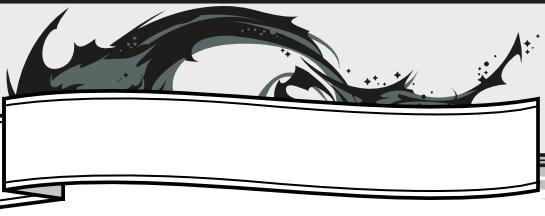
SPELLS TO PREPARE

CANTRIPS		●	●	●	●
●		●	●	●	●

1ST LEVEL	4 SPELL SLOTS	● ● ● ●	●	●	●
●			●		

2ND LEVEL	3 SPELL SLOTS	● ● ●	●	●	●
●			●		

3RD LEVEL	2 SPELL SLOTS	● ●	●	●	●
●			●		



SPELLCASTING ABILITY



SPELL ATTACK BONUS



SAVING THROW DC



SPELLS TO PREPARE

CANTRIPS

1

2

3

4

## Blade Ward

*Abjuration Cantrip*

CASTING TIME 1 action

RANGE Self

DURATION 1 round

COMPONENTS V, S

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

## Fire Bolt

*Evocation Cantrip*

CASTING TIME 1 action

RANGE 120 feet

DURATION Instantaneous

COMPONENTS V, S

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

*Spellcasting (Sorcerer)*

*Player's Handbook*

*Cantrip (High Elf)*

*Player's Handbook*

*Spellcasting (Sorcerer)*

*Player's Handbook*

## Message

*Transmutation Cantrip*

CASTING TIME 1 action

RANGE 120 feet

DURATION 1 round

COMPONENTS V, S, M (a short piece of copper wire)

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.

## Prestidigitation

*Transmutation Cantrip*

CASTING TIME 1 action

RANGE 10 feet

DURATION Up to 1 hour

COMPONENTS V, S

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

*Spellcasting (Sorcerer)*

*Player's Handbook*

*Spellcasting (Sorcerer)*

*Player's Handbook*

*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.

## 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*

*Prepared (Paladin)*

*Player's Handbook*

## Mending

*Transmutation Cantrip*

CASTING TIME 1 minute

RANGE Touch

DURATION Instantaneous

COMPONENTS V, S, M (two lodestones)

This spell repairs a single break or tear in an object you touch, such as 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.

## 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.

## Expedited Retreat

*1st-level transmutation*

CASTING TIME 1 bonus action

RANGE Self

DURATION Concentration, up to 10 minutes

COMPONENTS V, S

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

## 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.

Oath Spells (Paladin)

Player's Handbook

## Sanctuary

1st-level abjuration

CASTING TIME	1 bonus action
RANGE	30 feet
DURATION	1 minute
COMPONENTS	V, S, M (a small silver mirror)

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack, casts a spell that affects an enemy, or deals damage to another creature, this spell ends.

Oath Spells (Paladin)

Player's Handbook

Player's Handbook

## Shield

1st-level abjuration

CASTING TIME	1 reaction
RANGE	Self
DURATION	1 round
COMPONENTS	V, S

**Reaction trigger:** You are hit by an attack or targeted by the magic missile spell. An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Spellcasting (Sorcerer)

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

## 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

## 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

## 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.

Oath Spells (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.

Oath Spells (Paladin)

Player's Handbook

A backpack is a leather pack carried on the back, typically with straps to secure it. A backpack can hold 1 cubic foot/30 pounds of gear.

You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

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.

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. Appendix PH-B "Fantasy-Historical Pantheons" lists the symbols commonly associated with many gods in the multiverse. A cleric or paladin can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

Arrows are used with a bow to make a ranged attack.

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Perhaps the most common tools used by adventurers, thieves' tools are designed for picking locks and foiling traps. Proficiency with the tools also grants you a general knowledge of traps and locks.

**Components.** Thieves' tools include a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers.

**History.** Your knowledge of traps grants you insight when answering questions about locations that are renowned for their traps.

**Investigation and Perception.** You gain additional insight when looking for traps, because you have learned a variety of common signs that betray their presence.

**Set a Trap.** Just as you can disable traps, you can also set them. As part of a short rest, you can create a trap using items you have on hand. The total of your check becomes the DC for someone else's attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it (such as poison or a weapon) or damage equal to half the total of your check, whichever the DM deems appropriate.

**THIEVES' TOOLS**

**Activity DC**

Pick a lock Varies

Disable a trap Varies

This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

You have a +1 bonus to attack and damage rolls made with this magic weapon.

You regain  $4d4 + 4$  hit points when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

You regain  $2d4 + 2$  hit points when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a giant with it, the giant takes an extra  $2d6$  damage of the weapon's type and must succeed on a DC 15 Strength saving throw or fall prone. For the purpose of this weapon, "giant" refers to any creature with the giant type, including ettins and trolls.

You have resistance to fire damage while wearing this ring, which is set with a garnet.

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

While wearing this belt, you gain the following benefits:

- Your Constitution score increases by 2, to a maximum of 20.
- You have advantage on Charisma (Persuasion) checks made to interact with dwarves.

In addition, while attuned to the belt, you have a 50 percent chance each day at dawn of growing a full beard if you're capable of growing one, or a visibly thicker beard if you already have one.

If you aren't a dwarf, you gain the following additional benefits while wearing the belt:

- You have advantage on saving throws against poison, and you have resistance against poison damage.
- You have darkvision out to a range of 60 feet.
- You can speak, read, and write Dwarvish.

While holding this staff, you can use an action to expend 1 of its 10 charges to cast *charm person*, *command*, or *comprehend languages* from it using your spell save DC. The staff can also be used as a magic quarterstaff.

If you are holding the staff and fail a saving throw against an enchantment spell that targets only you, you can turn your failed save into a successful one. You can't use this property of the staff again until the next dawn. If you succeed on a save against an enchantment spell that targets only you, with or without the staff's intervention, you can use your reaction to expend 1 charge from the staff and turn the spell back on its caster as if you had cast the spell.

The staff regains 1d8 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

You regain 8d4 + 8 hit points when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

A *spell scroll* bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can use an action to read the scroll and cast its spell without having to provide any of the spell's components. Otherwise, the scroll is unintelligible.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

The level of the spell on the scroll determines the spell's saving throw DC (15) and attack bonus (+7), as well as the scroll's rarity (Uncommon).

*You can equip this item to "enable" it. It remains hidden from the inventory on your character sheet.*

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.