Arrow of Holding

very rare
The finely made and elf-crafted arrow of holding is a magic weapon that can pierce through any armor but only deals 1 point of damage. Upon taking damage from the arrow a creature must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. At the end of each of its turns, the target can make another Constitution saving throw. On a success the effect ends on the target.

Magic Item

Darkvision

Accustomed to life underground, you have superior vision in dark and dim conditions. 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.

Trait

Reckless Attack

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Feature

Charlatan

Personality Trait
I fall in and out of love easily, and am always pursuing someone.

Ideal
Independence. I am a free spirit—no one tells me what to do. (Chaotic)

Bond
I fleeced the wrong person and must work to ensure that this individual never crosses paths with me or those I care about.

Flaw
I can't resist a pretty face.

Characteristics

Holy Symbol

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 o f a sacred relic. Appendix B lists the symbols commonly associated with many gods in the multiverse. A cleric or paladin can use a holy symbol as a spellcasting focus, as described in chapter 10. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

Equipment

Forgery Kit

This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

Tool

Blinded

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Condition

Net

thrown (range 5/15)
A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are form less, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.
When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

Weapon