Artos, the fury of Dynosis

Neutral Good Goliath Paladin (Oath of Devotion) 6, Sorcerer (Divine Soul) 6

Armor Class 22 (Full Plate, Shield +1, Defense Style Feat)
Hit Points 100 (6d10+6d6+12+24)
HD 6d10 + 6d6
Speed 35

STR 20 (+5) **DEX** 10 (+0) **CON** 13 (+1) **INT** 8 (-1) **WIS** 10 (+0) **CHA** 19 (+4) / or 15 (+2) Without the Headband of Charisma

Saving Throws Str +9, Dex +4, Con +9, Int +3, Wis +9, Car +12
Feats Tough (Background), Defense (Style), Charger (Paladin 4th), Resilient: Constitution
Skills Animal Handling +4, Nature +3, Persuasion +8, Religion +3
Other Proficiencies Carpenter's Tools
Resistances Cold (Brimstone Cloak)
Immunities None
Senses passive Perception 10
Background Farmer
Languages Common, Giant, Dwarvish
Attuned Items Headband of Charisma, Warhammer of Wounding, Brimstone Cloak
Proficiency Bonus +4

Equipment

Full Plate Mail
Shield
4 Rations
8 Javelins
Holy Symbol (Emblem on the tunic)
Holy Symbol (Amulet)
Fine Clothes
Backpack
Tinderbox
10 Torches
Rope
Bedroll
Waterskin
Ball Bearings
Caltrops
Grappling Hook
Map to Ironforge
2 Collectable Coin Series 3
Horn of a Metalic Taurus (Gorgon)

Equipment (Magical)

WARHAMMER OF THUNDER (Weapon, Uncommon)
This Warhammer is a magic weapon. When you attack and speak its command word, it creates a thunderous wave. Each creature in a 15' cube excluding you and the target must make a DC 13 Constitution saving throw, taking 3d8 thunder damage on a failed save, and half as much damage on a successful one. Make a weapon attack against the target. On a hit, the target takes damage from the warhammer plus 3d8 thunder damage. The warhammer's property can't be used again until the next dawn. In the meantime, the warhammer can still be used as a magic weapon.

HEADBAND OF CHARISMA (Rare)
Changes your charisma to 19.

SHIELD MADE OF BLACK DRAGON SCALES AND HORNS
Shield +1

WARHAMMER OF WOUNDING (Weapon, Rare, Requires Attunement)
When you hit a creature with an attack using this magic weapon, the target takes an extra 2d6 Necrotic damage and must succeed on a DC 15 Constitution saving throw or be unable to regain Hit Points for 1 hour. The target repeats the save at the end of each of its turns, ending the effect on itself on a success.

NEEDLE OF CONTINGENCY (Rare)
This needle may be used to imbibe an individual with a magical tatoo. The magical tattoo has the same benefits as the spell contingency (Only Limited up to second level spells, no higher). Once the tattoo has activated its spell, it can not be activated again until the tattoo has been reinfused with magical reagents costing 50gp, which are then consumed. The process of recharging the tattoo takes multiple hours. You may only have a single tattoo infused this way at any time.
Current contingency is the "Cure Wounds" Spell, cast at level 2, triggering whenever Artos goes below 30 Hp.

BAG OF HOLDING

BRIMSTONE CLOAK (Rare)
This Magical cloak requires attunement. One attuned the creature wearing this cloak receives resistance to cold damage and has 3 charges. The charges can be used to cast the spell misty step. On a long rest, roll a d4 to see how many charges are regained.

ROAD OF SPIDER SUBJUGATION (Uncommon)
Magic Action to Activate, 3 Charges, Recharges at Down, a spider or other creature with the "webwalker feature" makes a Charisma Save CD 15 or gets paralyzed. It rerolls the saving throw at the end of its turn.

1 POTION OF POISON RESISTANCE

7 POTIONS OF HEALING

1 POTION OF GREATER HEALING

1 POTION OF EXTRA HEALING (3d4+3)

1 DREAM CATCHER (Minor)
Won't have nightmares and are protected from magics that would harm your dreams.

4 HOLY WATER

WAND OF MAGIC MISSILES (Wand, Uncommon)
Has the symbol of Dynosys on it.
This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the Magic Missile from it. For 1 charge, you cast the 1st-level version of the spell. You can increases the spell slot level by one for each additional charge you expend.
The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

THE LEFT EYE OF KESVA (Rare, Requires Attunement)
This magical Item requires attunement. Once attuned it orbits the wielder's head like an Ion stone and grants the following benefits.
Wielder gains proficiency in perception. If the wielder is already proficient in perception they gain expertise.
The wielder may cast the spells, See invisibility, Detect Magic, and Darkvision each once a day with out expending a spell slot. Once these spells have been cast in this way they can not be done so again until after a long rest

JAVELIM OF LIGHTNING
Weapon (Javelin), Uncommon
This javelin is a magic weapon. When you hurl it and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage. The javelin's property can't be used again until the next dawn. In the meantime, the javelin can still be used as a magic weapon.

GOOGLES OF NIGHT
Wondrous Item, Uncommon
While wearing these dark lenses, you have Darkvision out to 60 feet. If you already have Darkvision, wearing the goggles increases its range by 60 feet.

Pet

Artos has recently acquired a small pet pigmy shrew by that he's named ***Brain***.

Features or Traits.

Powerful Build (Counts as Large to Carry Stuff, Advantage to end Grapples)

Weapon Mastery: Warhammer (Push 10 ft), Javelin (Slow)

Fighting Style: Defense

Lay on Hands (30 HP / Long Rest)

Sorcery Points (5)

Metamagics: Quicken Spell, Empower Spell

Innate Sorcery (2 / Long Rest)

Hill Giant's Tumble (4 / Long Rest)

Channel Divinity Y (2 / Long Rest but recovers 1 / Short Rest)

Divine Sense

Sacred Weapon

Large Form (1 / Long Rest)

Paladin's Smite (Divine Smite - 1/Long Rest Without Spell Slot)

Faithful Steed (Find Steed - 1/Long Rest Without Spell Slot)

Favored by the Gods

Sorcerous Restoration

Empowered Healing

Special Feature: Minor Divine Soul
Artos is always affected by the Divine Favor Spell.
Once per Long Rest Artos can cast Lesser Restoration using his Charisma.

Spellcasting. DC 16, +8 to hit

Cantrips (at will): *Sorcerous Burst, Blade Ward, Mending, Light, Booming Blade*

1st level (4 slots): *Absorb Elements, Shield, Silvery Barbs, Protection from Evil, Shield of Faith, Paladin's Smite.*

2nd level (3 slots): *Hold Person, Mirror Image, Heat Metal, Spiritual Weapon, Aid,*

Zone of Truth, Find Steed.

3rd level (3 slots): *Spirit Guardians, Counterspell, Fireball, Daylight*

4th level (3 slot): *None*

5th level (1 slot): *None*

Other 6 Paladin Spells Can be Chosen Daily for Levels 1 and 2

—ACTIONS—

Weapon. Warhammer of Wounding +9,(1d8+5 bludgeoning, +2d6 Necrotic, push)
Weapon. Javelin of Lightning +9 (1d6+5 piercing, slow)