



Isidor Dupre

CHARACTER NAME

125

AGE

5'9"

HEIGHT

125

WEIGHT

EYES

SKIN

HAIR

Elf= assistant/intern aka Myrddin's squeeze\n=cook\
n=maid\n=handyman/stableman

Elf Weapon Training (Trait)

Fey Ancestry (Trait)

Keen Senses (Trait)

Mask of the Wild (Trait)

Trance (Trait)

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

Toun Stone (Agility) (Wondrous Item)

Knife (Small) (Adventuring Gear)

Longbow (Weapon)

Mess Kit (Adventuring Gear)

No Tea ()

Oil (Flask)x3 (Adventuring Gear)

Pendant of Water Element (Pendant)

Poison, Basic (Vial) (Adventuring Gear)

Poisoner's Kit (Tools)

Potion of Fire Resistance (Potion)

Potion of Fire Resistance (Potion)

Potion of Hill Giant Strength (Potion)

Potion of Invisibility (Potion)

Pouch ()

Quiver (Adventuring Gear)

Rapier (Weapon)

Rations (1 Day) (Adventuring Gear)

Ring of Protection +1 (Ring)

Rivergard Keep (on loan) ()

Rope, Silk (50 Feet) (Adventuring Gear)

Sack (Adventuring Gear)

Scimitar, +1 (Weapon)

Scroll of Beast Bond (Scroll)

Shield (Armor)

Smith's Tools (Tools)

TREASURE

NOTES

Weapons

Name	Properties	Ammo	Prof	Attack	Damage
Dagger	Finesse, light, thrown (range 20/60)		Yes	+10	d4+7 piercing
Dragon Bone	Finesse, light, magic		Yes	+11	d6+6 piercing,magic
Shortsword, +1					
Longbow	Ammunition (range 150/600), heavy, two-hande d	20	Yes	+10	d8+5 piercing
Scimitar, +1	Finesse, light, magic		Yes	+11	d6+6 slashing,magic
Shortsword+11 (Strengt h)			Yes	+15	d6+11

Spells

Spell Ability: wisdom

Base Attack: 8

Base DC: 16

Prepared: 3

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
4	3							
0000	000							

Ring of Protection

Casting Time:	Range:	Duration:
Components:		Source:

Powers

Sneak Attack

Casting Time:	Range:	Duration:
Components:		Source:

Level 1

Cure Wounds (Evocation) Prepared O

Casting Time: 1 action	Range: Touch	Duration: Instantaneous
Components: V, S		Source: Bard, Cleric, Cleric Life Domain, Druid, Paladi
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.		
Heal: d8+3		

Hail of Thorns (Conjuration) Prepared O

Casting Time: 1 bonus action	Range: Self	Duration: Concentration, up to 1 minute
Components: V		Source: Ranger
The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1 d10 piercing damage on a failed save, or half as much damage on a successful one.		
At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st (to a maximum of 6d10).		
Attack: Save vs dexterity DC 16		
Damage: d10 piercing,magic		

Hunter's Mark (Divination) Prepared O

Casting Time: 1 bonus action	Range: 90 feet	Duration: Concentration, up to 1 hour
Components: V		Source: Ranger
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.		

Longstrider (Transmutation) Prepared O

Casting Time: 1 action	Range: Touch	Duration: 1 hour
Components: V, S, M (a pinch of dirt)		Source: Bard, Druid, Eldritch Knight, Ranger, Wizard,
You touch a creature. The target's speed increases by 10 feet until the spell ends.		
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.		

Level 2

Prepared O

Duration: Concentration, up to 10 minutes

Source: Bard, Cleric, Druid, Eldritch Knight, Paladin, R

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 O

Duration: Concentration, up to 1 hour

Source: Cleric Trickery Domain, Druid, Druid Grasslan

Prepared O

Duration: Concentration, up to 10 minutes

Source: Bard, Cleric, Druid Desert Circle, Monk, Range

Casting a spell that includes a verbal component is impossible there.

Feats, Features, Traits

Feat

Alert	<p>Always on the lookout for danger, you gain the following benefits:</p> <ul style="list-style-type: none">* You gain a +5 bonus to initiative.* 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 hidden from you.
Mage Slayer	<p>You have practiced techniques useful in melee combat against spellcasters, gaining the following benefits:</p> <ul style="list-style-type: none">* When a creature within 5 feet of you casts a spell, you can use your reaction to make a melee weapon attack against that creature.* When you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.* You have advantage on saving throws against spells cast by creatures within 5 feet of you.
Athlete	<p>You have undergone extensive physical training to gain the following benefits:</p> <ul style="list-style-type: none">* Increase your Strength or Dexterity score by 1, to a maximum of 20.* When you are prone, standing up uses only 5 feet of your movement.* Climbing doesn't cost you extra movement.* You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.
Mobile	<p>You are exceptionally speedy and agile. You gain the following benefits:</p> <ul style="list-style-type: none">* Your speed increases by 10 feet.* When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.* When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Feature

Natural Explorer Hills and Mountains Forest	<p>You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits:</p> <ul style="list-style-type: none">* Difficult terrain doesn't slow your group's travel.* Your group can't become lost except by magical means.* Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.* If you are traveling alone, you can move stealthily at a normal pace.* When you forage, you find twice as much food as you normally would.* While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.
Favored Enemy: Humans, Orcs, Elementals	<p>You choose additional favored terrain types at 6th and 10th level.</p> <p>Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.</p> <p>Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead.</p> <p>Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.</p> <p>You have advantage on Wisdom(Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.</p> <p>When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.</p> <p>You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.</p>
Rustic Hospitality	<p>Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.</p>
Hunter	<p>Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.</p>

Features

Dueling	<p>At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.</p> <p>Archery</p> <p>You gain a +2 bonus to attack rolls you make with ranged weapons.</p> <p>Defense</p> <p>While you are wearing armor, you gain a +1 bonus to AC.</p> <p>Dueling</p> <p>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.</p> <p>Two-Weapon Fighting</p> <p>When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.</p>
Horde Breaker	<p>At 3rd level, you gain one of the following features of your choice.</p> <p>Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.</p> <p>Giant Killer. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.</p> <p>Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.</p>
Primeval Awareness	<p>Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.</p>
Thieves' Cant	<p>During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.</p> <p>In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.</p>
Sneak Attack	<p>Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.</p> <p>You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.</p> <p>The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.</p>
Expertise	<p>At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.</p> <p>At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.</p>
Cunning Action	<p>Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.</p>
Assassinate	<p>Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.</p>
Extra Attack	<p>Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.</p>
Ability Score Improvement	<p>When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.</p>
Favored Enemy	<p>Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.</p> <p>Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnomes and orcs) as favored enemies.</p> <p>You have advantage on Wisdom(Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.</p> <p>When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.</p> <p>You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.</p>

Defensive Tactics	<p>At 7th level, you gain one of the following features of your choice.</p> <p>Escape the Horde. Opportunity attacks against you are made with disadvantage.</p> <p>Multiattack Defense. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.</p> <p>Steel Will. You have advantage on saving throws against being frightened.</p>
Land's Stride	<p>Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.</p>
Uncanny Dodge	<p>Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.</p>
Trait	
Trance	<p>Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.</p>
Keen Senses	<p>You have proficiency in the Perception skill.</p>
Fey Ancestry	<p>You have advantage on saving throws against being charmed, and magic can't put you to sleep.</p>
Mask of the Wild	<p>You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.</p>
Elf Weapon Training	<p>You have proficiency with the longsword, shortsword, shortbow, and longbow.</p>

Inventory

Count	Name	Cost	Weight	Properties
1	Diamond Dust(100gp) for Greater Restore		0	
1	No Tea		0	
1	Pouch		0	
1	Rivergard Keep (on loan)		0	
1	Steel Mirror		0	
Adventuring Gear				
1	Arrows (20)	1 gp	1	
2	Backpack (Empty)	2 gp	5	
2	Bedroll	1 gp	7	
6	Candle	1 cp	0.01	
For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.				
1	Case, Map Or Scroll	1 gp	1	
This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.				
1	Chalk (1 Piece)	1 cp	0.001	
2	Clothes, Costume	5 gp	4	
1	Crowbar	2 gp	5	
Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.				
1	Fishing Tackle	1 gp	4	
This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.				
1	Healer's Kit	5 gp	3	
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.				
1	Hunting Trap	5 gp	25	
When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.				
1	Knife (Small)	1 gp	0.25	
2	Mess Kit	2 sp	1	
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.				
1	Oil (Flask)x3	1 sp	1	
Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.				
1	Poison, Basic (Vial)	100 gp	0.02	
You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.				
1	Quiver	1 gp	1	
A quiver can hold up to 20 arrows.				
15	Rations (1 Day)	5 sp	2	
Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.				
1	Rope, Silk (50 Feet)	10 gp	5	
1	Sack	1 cp	0.5	
1	Tent	2 gp	20	
A simple and portable canvas shelter, a tent sleeps two.				
2	Tinderbox	5 sp	1	
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.				
1	Torch	1 cp	1	
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.				
2	Waterskin	2 sp	5	

Armor

- | | | | | |
|---|-----------------------|----------|----|-------|
| 1 | Breastplate Armor, +1 | 4,432 gp | 20 | Magic |
|---|-----------------------|----------|----|-------|
- Description
- The most basic form of magic armor is a superb product of physical and magical craft. You have a +1 bonus to AC while wearing this armor.
- A suit of +1 armor never rusts or deteriorates, and it magically resizes to fit its wearer.
- Breastplate Notes
- Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.
- This armor consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms relatively unprotected, this armor provides good protection for the wearer's vital organs while leaving the wearer relatively unencumbered.
- | | | | | |
|---|-----------------|-----------|----|-------|
| 1 | Breastplate, +1 | very rare | 20 | Magic |
|---|-----------------|-----------|----|-------|
- +1 breastplate crafted from polished crystal. It bears the symbol of earth, and it heightens its wearer's urges to act in a selfish, greedy, or wicked way.
- Breastplate Notes
- Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.
- This armor consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms relatively unprotected, this armor provides good protection for the wearer's vital organs while leaving the wearer relatively unencumbered.
- | | | | | |
|---|--------|-------|---|--|
| 1 | Shield | 10 gp | 6 | |
|---|--------|-------|---|--|
- A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.
- | | | | | |
|---|-----------------|-------|----|--|
| 1 | Studded Leather | 45 gp | 13 | |
|---|-----------------|-------|----|--|
- Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.
- Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

Pendant

- | | | | | |
|---|--------------------------|--------|------|--|
| 1 | Pendant of Water Element | 416 gp | 0.05 | |
|---|--------------------------|--------|------|--|
- Speaking the command word as an action will create a bubble of air around your head. It allows you to breathe normally underwater. The bubble stays with you until you speak the command word again, the pendant is removed or you are no longer underwater.

Potion

- | | | | | |
|---|---------------------------|--------------|-----|-------|
| 1 | Potion of Fire Resistance | 101 - 500 gp | 0.5 | Magic |
|---|---------------------------|--------------|-----|-------|
- Description
- When you drink this potion, you gain resistance to fire damage for 1 hour.
- Potion Notes
- Drinking or administering a potion takes an action.
- | | | | | |
|---|---------------------------|----------|---|--|
| 2 | Potion of Fire Resistance | uncommon | 0 | |
|---|---------------------------|----------|---|--|
- When you drink this potion, you gain resistance to fire damage for 1 hour.
- Potion Notes
- Drinking or administering a potion takes an action.
- | | | | | |
|---|-------------------------------|----------|---|--|
| 1 | Potion of Hill Giant Strength | uncommon | 0 | |
|---|-------------------------------|----------|---|--|
- When you drink this potion, your Strength score changes to 21 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score.
- This potion's transparent liquid has floating in it a sliver of fingernail from a Hill giant.
- Potion Notes
- Drinking or administering a potion takes an action.
- | | | | | |
|---|------------------------|-------------------|-----|-------|
| 1 | Potion of Invisibility | 5,001 - 50,000 gp | 0.5 | Magic |
|---|------------------------|-------------------|-----|-------|
- Description
- This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.
- Potion Notes
- Drinking or administering a potion takes an action.

Ring

- | | | | | |
|---|-----------------------|----------|------|-------|
| 1 | Ring of Protection +1 | 3,900 gp | 0.01 | Magic |
|---|-----------------------|----------|------|-------|
- Description
- You gain a +1 bonus to AC and saving throws while wearing this ring.

Scroll

- | | | | | |
|---|----------------------|--------|---|--|
| 1 | Scroll of Beast Bond | common | 0 | |
|---|----------------------|--------|---|--|

A spell scroll bears the words of a single spell *Beast Bond* , 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.

This spell scroll's saving throw DC 13 and attack bonus +5.

A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

Tools

1	Disguise Kit	25 gp	3	
This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.				
1	Poisoner's Kit	50 gp	2	
A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.				
2	Smith's Tools	20 gp	8	
These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.				
1	Thieves' Tools	25 gp	1	
This set of tools includes 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. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.				

Weapon

1	Dagger	2 gp	1	Finesse, light, thrown (range 20/60)
1	Dragon Bone Shortsword, +1	very rare	2	Finesse, light, magic
+1 shortsword made of dragon bone and with a dragon leather grip. It has rubies in its pommel and hilt. The sword grows warm and the rubies glow slightly when the sword is within 120 feet of a dragon.				
When you hit a dragon with this weapon, the dragon takes an extra 3d6 damage of the weapon's type. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.				
1	Longbow	50 gp	2	Ammunition (range 150/600), heavy, two-handed
1	Rapier	25 gp	2	Finesse
1	Scimitar, +1	101 - 500 gp	3	Finesse, light, magic
Description				
Magic weapons are unmistakably finer in quality than their ordinary counterparts. You have a +1 bonus to the attack rolls and damage rolls you make with this weapon.				

Wondrous Item

2	Ioun Stone (Agility)	5,001 - 50,000 gp	0.3	Magic
Description				
Your Dexterity score increases by 2, to a maximum of 20, while this deep red sphere orbits your head.				
An Ioun stone is named after Ioun, a god of knowledge and prophecy revered on some worlds. Many types of Ioun stone exist, each type a distinct combination of shape and color.				
When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.				
A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.				
1	Wingwear	453 gp	2	Magic
Description				
This snug uniform has symbols of air stitched into it and leathery flaps that stretch along the arms, waist, and legs to create wings for gliding. A suit of wingwear has 3 charges. While you wear the suit, you can use a bonus action and expend 1 charge to gain a flying speed of 30 feet until you land. At the end of each of your turns, your altitude drops by 5 feet. Your altitude drops instantly to 0 feet at the end of your turn if you didn't fly at least 30 feet horizontally on that turn. When your altitude drops to 0 feet, you land (or fall), and you must expend another charge to use the suit again.				
The suit regains all of its expended charges after spending at least 1 hour in an elemental air node.				