

AEUREEK  
POTOMACH

Middle-Aged Aarakocra  
Neutral Good  
Level 5 Wizard

**Pronouns:** she/her  
**Occupations:**  
Diplomat; magistrate; Prison  
Warden; Political Advisor;  
**Armor Class** 12  
**Hit Points**  
27 (TODO Hitdice)  
**Speed** 25 (fly 50).

STR	DEX	CON	INT	WIS
11	14	14	18	16
(+1)	(+2)	(+2)	(+4)	(+3)

**CHA**  
15  
(+3)

**Saving Throws**  
TODO Saving Throws  
**Skills** History; Law;  
Persuasion; Athletics  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common,  
Aarakocra, Elvish,  
**Adjectives** Regal,

Special Abilities

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Special Equipment

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Combat Tactics

She will take to flight and find high ground from which to cast spells, beginning with arcane wards followed by any charm or control-type spells on the most formidable opponents. Then she will use AoE spells if safe to do so.

Actions

-

Factions

Militia of Hula-krah



ROLEPLAYING

Introduction

Aeureek can be a first point of contact for those adventurers who may have met with the wrong side of the law. She may also commission hardy looking adventurers to escort a prisoner or capture an outlaw.

Appearance

Insanely proper posture at all times; Gowns of a magistrate; Bird features akin to a falcon - whites, browns and greys; She has died various feathers bright reds and purples;

Expressions

""click' 'click' 'shreeeee' ...I assume you cannot comprehend our mother tongue or that I just demanded your commitment to keeping peace"; "Law and Order matter not compared to a good heart and striving for the greater good for all"; "Politics are tangled and corrupted by gold and platinum - only abandoning currency as a means of bringing order shall we ever achieve brotherhood"; "Abandon riches, brothers and sisters. Embrace the collective"

Mannerisms

Bursts proudly into Aarakocra often expects others to learn her language; the language of diplomacy and true freedom; Rushes into conversations short-sightedly; Often measuring and adjusting her posture and appearance in any mirror, including her hand mirror; Grooms her feathers regularly

Motivations

This regal avian humanoid seeks to eradicate tradeable currency, believing it is the source of all conflict. Urges others to trade in goods over coins. Constantly driven to improve her appearance to the detriment of respect from the common people.

Passions

Peace and security; Oppositional politics; Eschewing gold and platinum and anyone with a passion for riches.

Secrets

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**Proficiencies** TODO

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TODO Damage Immunities

**Condition Immunities**

TODO Condition

Immunities

**Senses** TODO Senses

**Languages** Common,

Aarakocra, Elvish,

**Adjectives** Regal,

**Special Abilities** Spells: 0

- 4; 1 - 4; 2 - 3; 3 - 2 |

Arcane Ward

**Special Equipment** {"

<b>Protective Verses

(Spellbook) </b>- Contains

the following

spells"=>"arcane lock"}

dispel magic globe of

invulnerability glyph of

warding Mordenkainen's

private sanctum protection

from evil and symbol. It

functions as a

spellbook.While holding the

book can be used as a

spellcasting focus. The book

has 3 charges {"and it

regains 1d3 expended

charges daily at dawn. Can

be use the charges in the

following ways while

holding it"=>"spend 1

minute studying the book to

expend 1 charge to replace

one prepared wizard spell

with a different spell in the

book. The new spell must

be of the abjuration

school."} When casting an

abjuration spell, expend 1

charge to grant a creature

she can see within 30 feet

2d10 temporary hit points.

Combat Tactics

She will take to flight and find high ground from which to cast spells, beginning with arcane wards followed by any charm or control-type spells on the most formidable opponents. Then she will use AoE spells if safe to do so.

Actions

Quarterstaff | Claws

Factions

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BACKGROUND  
STORY