

2500 x 3235
Image Dummy

WUREOK HILSREGAAS

older adult dragonborn
lawful evil
Level 10 sorcerer

Pronouns: he/him
Occupations: Castellan
Armor Class 10
Hit Points 44 (TODO Hitdice)
Speed 20.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	9 (0)	15 (+3)	17 (+4)	16 (+3)	19 (+5)

Saving Throws TODO
Skills ArcanaHistoryPoliticsDeceptionInsightPoison
Proficiencies TODO
Damage Immunities TODO
Condition Immunities TODO
Senses TODO
Languages Draconic Elven Common Dwarven Gnomish
Adjectives ,

Special Abilities

- Font of Magic; Eyes of the Grave; Hound of Ill Omen; | Spellcasting: 5 - 5; 2 - 3; 3 - 3; 4 - 3; 5 - 2 | Breath Weapon; Poison

Special Equipment

- Cloak of Protection +3
- {"Staff of Defense simple weapon, rare (requires attunement to bludgeoning, versatile (1d8). This hollow staff is made of glass yet is as oak. It weighs 3 pounds. You must be attuned to the staff to gain its benefits. While holding the staff, you have a +1 bonus to your Armor Class. The staff has 10 charges, which are used to cast the spells within it. With the staff in one hand, you can use your action to cast one of the following spells from the staff if the spell is on your class's spell list=">"mage armor (1 charge) or shield (2 charges). No charges are required. The staff regains 1d6 expended charges each day at dawn. When you expend the staff's last charge, roll a d10. If you roll a 1, the staff shatters and is destroyed. Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage is dealt when the weapon is used with two hands for a melee attack."}

ROLEPLAYING

Introduction

A robed dragonborn, gnarled hound, and equipped militia stroll from the castle gates. "What business have ye here?"

Appearance

Green, polished scales. Tendril locks of grey hair. Cloudy yellow eyes. Fine magistrate robes.

Expressions

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Combat Tactics

Gren is not to be underestimated. He is a combatant. He will almost exclusively stay back from melee and allow his guards to take the ranks while he casts vicious spells from away.

Actions

Staff of Defense | Breath Weapon

Factions

ROLEPLAYING

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attuned to the staff
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expend the staff's
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Combat Tactics

Gren is not to be underestimated. He is a fierce combatant. He will almost exclusively slowly draw back from melee and allow his guards to fill in the ranks while he casts vicious spells from not far away.

Actions

Staff of Defense | Breath Weapon

Factions

expressions

"The regals are on travel-time. If you have business, it is with me", "Our time is valuable. Make it quick."

Mannerisms

Hands clasped. Cloudy eyes strain to see clearly. Small but effective gestures. Slight limp in right leg.

Motivations

To serve the noble family for whom he serves as castellan and deputy. Ensure all taxes and scutages are paid, always.

Passions

Gold. Power. He seeks to replace his benefactors eventually.

Secrets

Has begun an underground rebel faction to replace the royals of the region.

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BACKGROUND STORY

<p>With nothing but selfish goals, Wureok the local guild of Magic Arts and, with his exceptional cunning and charisma, worked his way into an internship with the castellans. Using his raw magicks and ability to influence others, he ousted the castellans, convincing the noble family they served was an imposter - a foreigner looking to undermine their power.</p> <p>Gainiir trusted of the royals over decades and generations. Wureok has, at least on the surface, appeared to be an exemplary court official. He watched the castle and surrounding villas with great attention to detail; especially when it came to collecting taxes and scutage.</p><p>Gainiir has organized a growing rebel faction of peasants and townsfolk, using the pressure on himself applies to turn them against his benefactor, then twisting the stories of his actions in reports to his benefactor. He thereby provides further reason for his position, for the exploitation of the common-folk, and for his family to further insulate themselves from the outside world.</p>

PERSONALITY