

2500 x 3235
Image Dummy

CELL ONE
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 8
DEX 9
CON 15
INT 16
WIS 16

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

Special Abilities

- Font of Magic; Eyes of the Grave; Hound of Ill Omen; | Spellcasting: 1d6 - 5; 2 - 3; 3 - 3; 4 - 3; 5 - 2 | Breath Weapon: 1d6 Poison

Special Equipment

- Cloak of Protection +3
- Staff of Defense simple weapon, rare (requires attunement by a character with a spellcasting ability). This staff is made of glass yet is as strong 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: (1) mage armor (2 charges) or shield (2 charges). No concentration is required. The staff regains 1d6 expended charges each day at dawn. When you expend the staff's last charge, roll a d20. If the roll is 1, the staff shatters and is destroyed. Versatile. This weapon can be used with one or two hands. A damage value in parentheses indicates the damage the weapon is used with two hands for a melee attack."}

Combat Tactics

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

2500 x 3235
Image Dummy

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

"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.

CELL 2
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 8
DEX 9
CON 15
INT 17
WIS 16

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

Special Abilities

- Font of Magic; Eyes of the Dark; Staff of Defense simple weapon, rare (requires attunement by a character with a spellcasting ability). This staff is made of glass yet is as strong 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: (1) mage armor (2 charges) or shield (2 charges). No concentration is required. The staff regains 1d6 expended charges each day at dawn. When you expend the staff's last charge, roll a d20. If the roll is 1, the staff shatters and is destroyed. Versatile. This weapon can be used with one or two hands. A damage value in parentheses indicates the damage the weapon is used with two hands for a melee attack."}

Special Equipment

- Cloak of Protection +3
- Staff of Defense simple weapon, rare (requires attunement by a character with a spellcasting ability). This staff is made of glass yet is as strong 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: (1) mage armor (2 charges) or shield (2 charges). No concentration is required. The staff regains 1d6 expended charges each day at dawn. When you expend the staff's last charge, roll a d20. If the roll is 1, the staff shatters and is destroyed. Versatile. This weapon can be used with one or two hands. A damage value in parentheses indicates the damage the weapon is used with two hands for a melee attack."}

Combat Tactics

Gren is not to be underestimated. He is a combatant. He will almost exclusively slink 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

Cell3

ROLEPLAYING

Introduction

A robed dragonborn, gnarled hound, 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

away.

Actions

Staff of Defense | Breath Weapon

Factions

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

Mannerisms

Hands clasped. Cloudy eyes strain to Small but effective gestures. Slight l leg.

Motivations

To serve the noble family for whom h castellan and deputy. Ensure all taxe scutages are paid, always.

Passions

Gold. Power. He seeks to replace his eventually.

Secrets

Has begun an underground rebel fact replace the royals of the region.