

[Previous](#)[Next](#)

vrakoom

**2500 x 3235**  
↔ ↕

Image Dummy

---

## Vrakoom

**young adult Loxodon**

**Lawful Good**

**Level 8 Cleric Life Domain**

---

**Pronouns -**

he/him

**Occupations -**

Priest

**Armor Class -**

18

**Hit Points -**

91 (TODO Hitdice)

**Speed -**

30.

---

**STR**

18 (+4)

**DEX**

12 (+1)

**CON**

18 (+4)

**INT**

13 (+2)

**WIS**

19 (+5)

**CHA**

11 (+1)

---

**Saving Throws -**

**Skills -**

{ "Loxodon Abilities" => [ { "Loxodon Serenity" => "You have advantage on saving throws against being charmed or frightened." }, { "Natural Armor" => "You have thick, leathery skin. When you aren't wearing armor, your AC is 12 + your Constitution modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor." }, { "Trunk" => "You can grasp things with your trunk, and you can use it as a snorkel. It has a reach of 5 feet, and it can lift a number of pounds equal to five times your Strength score. You can use it to do the following simple tasks - lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike. Your DM might allow other simple tasks to be added to that list of options. Your trunk can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell." }, { "Keen Smell" => "Thanks to your sensitive trunk, you have advantage on Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) checks that involve smell" } ] }

{ "Cleric Abilities" => [ { "Spellcasting" => "Spell DC 15", "Cantrips" => "Decompose, Guidance, Light, Spare the Dying", "1st Level" => "Create/Destroy Water, Detect Evil and Good, Detect Magic, Purify Food and Drink", "2nd Level" => "Calm Emotion, Gentle Repose, Prayer of Healing", "3rd Level" => "Mass Healing Word, Dispel Magic, Spirit Guardians", "4th Level" => "Arua of Life, Banishment" }, { "Channel Divinity" => "Turn Undead, Destroy Undead" } ] }

{ "Life Domain Abilities" => [ { "Spellcasting" => "Spell DC 15", "1st Level" => "Bless, Cure Wounds", "3rd Level" => "Lesser Restoration, Spiritual Weapon", "5th Level" => "Beacon of Hope, Revivify", "7th Level" => "Death Ward, Guardian of Faith" }, { "Disciple of Life" => "your Healing Spells are more effective. Whenever you use a spell of 1st level or higher to Restore Hit Points to a creature, the creature regains additional Hit Points equal to 2 + the spell's level" }, { "Channel Divinity" => "Preserve Life - you can use your Channel Divinity to heal the badly injured. As an action, you present your holy

Symbol and evoke Healing energy that can restore a number of Hit Points equal to five times your Cleric level. Choose any creatures within 30 feet of you, and divide those Hit Points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an Undead or a Construct."}, {"Blessed Healer"=>"the Healing Spells you cast on others heal you as well. When you Cast a Spell of 1st level or higher that restores Hit Points to a creature other than you, you regain Hit Points equal to 2 + the spell's level."}, {"Divine Strike"=>"you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon Attack, you can cause the Attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8."}}}

**Proficiencies -**

**Proficiency Mod -**

+3

**Languages -**

Common Loxodon Elvish

**Adjectives -**

Pious, Generous, Caring,

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**Selesnya Conclave**

Role:

---

**2500 x 3235**

A diagram showing the dimensions 2500 x 3235. Below the first number, 2500, is a horizontal double-headed arrow. Below the second number, 3235, is a vertical double-headed arrow.

# Image Dummy

## Roleplaying

---

### Introduction

The massive priest slowly approaches across the temple floor "Blessings be upon you my children, how mat I help?"

### Appearance

8' tall, 380lbs of elephantine righteousness. Gray-brown leathery skin with a large trunk and floppy ears

### Expressions

*Trostani's light be upon you*

*May peace guide your way*

### Mannerisms

regularly flaps his large ears

Motivations

Helping his community, Spreading the word of peace and light

Passions

Religious knowledge

Secrets

He some of the secrets of The Conclave

Vrakoom

young adult Loxodon  
Lawful Good  
Level 8 Cleric Life Domain

Pronouns -

he/him

Occupations -

Priest

Armor Class -

18

Hit Points -

91 (TODO Hitdice)

Speed -

30.

STR

18 (+4)

DEX

12 (+1)

CON

18 (+4)

**INT**

13 (+2)

**WIS**

19 (+5)

**CHA**

11 (+1)

**Saving Throws -**

**Saving Throws -**

**Skills -**

{ "Loxodon Abilities"=>[{ "Loxodon Serenity"=>"You have advantage on saving throws against being charmed or frightened."}, { "Natural Armor"=>"You have thick, leathery skin. When you aren't wearing armor, your AC is 12 +your Constitution modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor."}, { "Trunk"=>"You can grasp things with your trunk, and you can use it as a snorkel. It has a reach of 5 feet, and it can lift a number of pounds equal to five times your Strength score. You can use it to do the following simple tasks - lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike. Your DM might allow other simple tasks to be added to that list of options. Your trunk can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell."}, { "Keen Smell"=>"Thanks to your sensitive trunk, you have advantage on Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) checks that involve smell"}}]

{ "Cleric Abilities"=>[{ "Spellcasting"=>"Spell DC 15", "Cantrips"=>"Decompose, Guidance, Light, Spare the Dying,", "1st Level"=>"Create/Destroy Water, Detect Evil and Good, Detect Magic, Purify Food and Drink", "2nd Level"=>"Calm Emotion, Gentle Repose, Prayer of Healing", "3rd Level"=>"Mass Healing Word, Dispel Magic, Spirit Guardians", "4th Level"=>"Arua of Life, Banishment"}, { "Channel Divinity"=>"Turn Undead, Destroy Undead"}}]

{ "Life Domain Abilities"=>[{ "Spellcasting"=>"Spell DC 15", "1st Level"=>"Bless, Cure Wounds", "3rd Level"=>"Lesser Restoration, Spiritual Weapon", "5th Level"=>"Beacon of Hope, Revivify", "7th Level"=>"Death Ward, Guardian of Faith"}, { "Disciple of Life"=>"your Healing Spells are more effective. Whenever you use a spell of 1st level or higher to Restore Hit Points to a creature, the creature regains additional Hit Points equal to 2 + the spell's level"}, { "Channel Divinity"=>"Preserve Life - you can use your Channel Divinity to heal the badly injured. As an action, you present your holy Symbol and evoke Healing energy that can restore a number of Hit Points equal to five times your Cleric level. Choose any creatures within 30 feet of you, and divide those Hit Points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an Undead or a Construct."}, { "Blessed Healer"=>"the Healing Spells you cast on others heal you as well. When you Cast a Spell of 1st level or higher that restores Hit Points to a creature other than you, you regain Hit Points equal to 2 + the spell's level."}, { "Divine Strike"=>"you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon Attack, you can cause the Attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8."}}]

**Proficiencies -**

**Languages -**

Common Loxodon Elvish

**Adjectives -**

Pious, Generous, Caring,

**Special Abilities**

-

-

**Special Equipment**

- 
- 

## Combat Tactics

He will fight with his maul, shield and trunk, but he is much more focused on supporting and healing those around him

## Actions

- 

## Factions

### Selesnya Conclave

Role:

# Roleplaying

---

## Introduction

The massive priest slowly approaches across the temple floor "Blessings be upon you my children, how mat I help?"

## Appearance

8' tall, 380lbs of elephantine righteousness. Gray-brown leathery skin with a large trunk and floppy ears

## Expressions

*Trostani's light be upon you*

*May peace guide your way*

## Mannerisms

regularly flaps his large ears

## Motivations

Helping his community, Spreading the word of peace and light

## Passions

Religious knowledge

## Secrets

# Background Story

---

Vrakoom's family has a long tradition of serving as clerics of the Selesnya Conclave and started his training at a young age. Growing up in the light of Trostani, he is a true believer and has strong faith in the teachings of the conclave. These teachings are where he derive's his power. Large, even for a loxodon, he was groomed as a front line healer and has seen his fair share of battles for his young age (about 70 years old), mostly against Gruul raids, but also during the War of the Spark. As a result, he is as competent with his maul and shield as he is with a healing hand