

Age: middle-aged
Race: aarakocra
Pronouns: she/her
Occupation:

- Diplomat; magistrate; Prison Warden; Political Advisor;

Class: wizard
Level: 5
Alignment: neutral good
Languages:

- Common
- Aarakocra
- Elvish

Factions:

- [Militia of Hula-krah](#)

Adjectives:

- Regal

Armour Class: 12
Hit Points: 27
Speed: 25 (fly 50)

STR 11	DEX 14	CON 14	INT 18	WIS 16	CHA 15
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Saving Throws TODO Saving Throws

Role-Playing

Improv

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 are 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 by abandoning currency as a means of bringing order shall we ever achieve true brotherhood"; "Abandon riches, brothers and sisters. Embrace the collective" Mannerisms: Bursts proudly into Aarakocra often and expects others to learn her language as 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

Acting

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:

Vulnerabilities:

Skills:

- History; Law; Persuasion; Athletics

Special Abilities: Spells: 0 - 4; 1 - 4; 2 - 3; 3 - 2 | Arcane Ward

Attacks: Quarterstaff | Claws

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.

Special Equipment:

- {"Protective Verses (Spellbook) - 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.

Story

<p>After years in the city of Hula-krah [Any sky city in the Plane of Air] as a Peacekeeper and high-ranking military official, overlooking the material planes in all their woes, Aeureek decided it was the duty of her people to bring justice to the ground. She conferred with officials and family about her decision and they were all in agreeance; it was time for the people of the sky to bring the freedom of true justice to the greedy land-dwellers. Aeureek and numerous other worthy and authorized members of the community were sent on their way to aid the ground-dwellers.</p><p>Aeureek settled into the crime-ridden town of Helmsloft [Any major city that could suffer from heavy crime] and confidently approached the town's magistrates. She provided a convincing speech as to how the city required changes to their policing and corrections training and the corresponding structures. With her regal appearance and voice supporting a well-thought out and honest speech, which included numerous accurate observations Aeureek had gathered from his observations in the clouds, the magistrates were convinced to make such changes. Aeureek was offered a position among the magistrates but firmly declined, asserting that her abilities would best suit a position among the officers and within the confines of the slums and markets. Since then, Aeureek has been a well-respected and often feared officer and an advisor to the magistrates.</p>