

CORRORA LILLITHIUM

young adult half-elf
neutral good
Level 8 cleric

Pronouns: he/him
Occupations: Explorer
Armor Class 18
Hit Points 57 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
15	12	16	12	18

CHA
10

Saving Throws
TODO Saving Throws
Skills Arcana +4Religion
Proficiencies TODO
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Elvish Common Infernal Sylvan
Adjectives
brave haunted sarcastic ,

Special Abilities

- Corrora's worship of Lentrerr and in depth study of Arcana helped him learn some Wizard Cantrips: Blade Ward, Control Flames, Firebolt, and 1st level Wizard spells including magic missile | 8th level spellcaster When Corrora is reduced to half of his hitpoints in a battle there is a 1 in 10 chance that his body will be taken over by the spirit of one of his ancestors, temporarily increasing his strength, dexterity, and constitution to 18, adding 40 temporary hit points, entering a rage state and removing his spellcasting capabilities. Corrora makes a Charisma saving throw at the end of each round. A successful save allows him to regain control of his body

Special Equipment

- Corrora rescued a sentient S Blade named Dawnbringer from a crypt of demonic worshippers and claimed a Warhammer of Warning as treasure after successfully capturing a soldier who had gone rogue and kidnapped the son of a wealthy merchant and bringing him to justice

Combat Tactics

Corrora prefers to use his arsenal of ranged attack spells whenever possible. As a warcaster, he is able to carry his shield and either a warhammer or longsword to defend himself from enemies who get too close | Corrora will be the first to rush to the aid of fallen allies. He

2500 x 3235
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Image Dummy

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ROLEPLAYING

Introduction

"Corrora Lillitium at your service." Corrora can be found exploring the South East frontier of Yakahe surrounding towns

Appearance

nearly 6 ft tall, muscular, brown skin and blonde cornrows. eyes that burn with pain

Expressions

"May Lenterra give me patience, because if she gives me strength, I will bash your skull in"

drag them to safety and use his healing spells to save them

Actions

Dawnbringer +3 to attack, 1d8+2 damage, additional 2d4 damage to undead | Spellcasting: firebolt, magic missile, banishment

Factions

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Mannerisms

Reads voraciously. Argues trivial, academic points

Motivations

Stop the nightmares that plague him and control an affliction where his ancestral spirits to take over his body

Passions

Secrets

BACKGROUND STORY

The son of Yakahe's human ambassador to the High-Elves of Silverleaf and a Elven diplomat, Corrora had it all as a child and young man. Intelligent and athletic he excelled on the training field under the tutelage of the local sages who taught the children of minor Nobles in his home; the city of Baraithton. As an adolescent, Corrora began to have extremely vivid nightmares of himself committing terrible, violent acts. The nightmares progressed to the point where the previously gregarious nobleman's son turned sullen and dour. The lack of sleep caused him to be irritable, constantly snapping at his family, his tutors, and his friends. The feeling of isolation only made the problem worse. The nightmares

Special Equipment

- Corrora rescued a sword from the ruins of the Sun Blade named Dawnbringer from a demonic worshipper. Claimed a Warhammer Warning as treasure. Successfully captured a soldier who had gone and kidnapped the wealthy merchant bringing him to justice.

Combat Tactics

Corrora prefers to use his arsenal of ranged attack spells whenever possible. As a warcaster, he is able to carry his shield and either a war hammer or longsword to defend himself from enemies who get too close | Corrora will be the first to rush to the aid of fallen allies. He'll drag them to safety and use his healing spells to save them

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problem worse. The nightmares became more violent, more vivid and more frequent the more withdrawn he became. | One day the nightmares became reality. A skirmish with his younger brother Yarith ended in bloodshed. While wrestling, Corrora blacked out. When he came to his senses, he was holding a sharpened shard of red with his Yarith's blood dripping from it and his brother's limp body beneath him. Dropping the sword in horror, Corrora was touched by Goddess Lenterra (Goddess of arcane knowledge) for the first time. He could feel her hand reaching through him as he cradled his Yarith's head in his lap. A soft glowing light encompassed them both. And, Yarith breathed.

That night, and for several nights after, Corrora had the same dream: he was floating above his body watching as his eyes became red with a hint of flickering fire followed by him reaching for a sword and slashing Yarith's throat with it.

This was not the last time something like this happened to Corrora.

At the suggestion of Lenterra, Corrora began to deepen his study of the arcane and religion in search of a cure for his condition. His natural curiosity lent itself to him becoming a renowned expert in arcane and ancient religious phenomenon. His research led him to discover the Elvish side of his heritage had some deep ancient secrets. A number of his ancestors had committed despicable acts millennia ago. The acts they committed were the very acts he dreams about so vividly. The ancestors were the ones whose spirits overcame his body when under too much stress from imminent danger.

Corrora is constantly in search of a way to rid himself from his ancestor's curse. This search is what originally brought him to Eberston and the Yakahe frontier far from his family.

PERSONALITY

The son of Yakahe's human ambassador to the High-Elves of Silverleaf and a Elven diplomat, Corrora had it all as a child and young man. Intelligent and athletic he excelled on the training fields under the tutelage of the local sages who taught the children of minor Nobles in his home; the child of Baraithton.

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