

Vrakoom

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	DEX	CON	INT	WIS	CHA
18	12	18	13	19	11
(+4)	(+1)	(+4)	(+2)	(+5)	(+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" } ] }

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2500 x 3235  
↔ ↑

Image Dimensions

500 x 3235

ROLEPLAY

**Introduction**  
The slowly approach the temple, "Blessings my children help?"  
**Appearance**  
8' tall elephantine righteously brown leathery large triangular ears

→↕

# ge Dummy

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**  
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**

He some of the secrets of The Conclave

word, Dispel Magic, Spirit Guardians", "4th Level"=>"Arua of Life, Banishment"}, {"Channel Divinity"=>"Turn Undead, Destroy Undead"]}]}

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**Selesnya Conclave**  
Role:

**Express**

*Trost*  
*be upon*

*May*  
*your way*

**Manneri**

regula  
large ears

**Motivati**

Helpin  
communit  
the word  
light

**Passion:**

Religio

**Secrets**

He s  
secrets of

