

Age: older adult
Race: dragonborn
Pronouns: he/him
Occupation:

- Castellan

Class: sorcerer
Level: 10
Alignment: lawful evil
Languages:

- Draconic
- Elven
- Common
- Dwarven
- Gnome

Factions:

- [Regional Rebel Faction](#)
- [Baron/Royals](#)

Adjectives:

Armour Class: 10
Hit Points: 44
Speed: 20

STR 8	DEX 9	CON 15	INT 17	WIS 16	CHA 19
Saving Throws TODO Saving Throws					

Role-Playing

Improv

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.

Acting

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.
Vulnerabilities:

Skills:

- Arcana
- History
- Politics
- Deception
- Insight
- Persuasion

Special Abilities: Font of Magic; Eyes of the Dark; Strength of the Grave; Hound of Ill Omen; | Spells: 0 - 6; 1 - 5; 2 - 3; 3 - 3; 4 - 3; 5 - 2 | Breath Weapon - Poison
Attacks: Staff of Defense | Breath Weapon
Combat Tactics: Gren is not to be underestimated. He is a fierce combatant. He will almost exclusively slowly draw back from melee and allow his guards to fill in the ranks while he casts vicious spells from not far away.

Special Equipment:

- Cloak of Protection +3
- {"Staff of Defense simple weapon, melee weapon, rare (requires attunement). 1d6 bludgeoning, versatile (1d8). This slender hollow 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 and cast its spells. While holding the staff, you have a +1 bonus to your Armor Class. The staff has 10 charges, which are used to fuel the spells within it. With the staff in 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"=>"mage armor (1 charge) or shield (2 charges). No components are required. The staff regains 1d6 + 4 expended charges each day at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff shatters and is destroyed. Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack."}

Story

With nothing but selfish goals, Wureok joined the local guild of Magic Arts and, with his exceptional cunning and charisma, worked his way into an internship with the castellan at the time. Using his raw magicks and ability to influence others, he ousted the castellan by convincing the noble family they served that he was an imposter - a foreigner looking to undermine their power.

Gaining the trust of the royals over decades and generations, Wureok has, at least on the surface, appeared to be an exemplary court official. He watches over the castle and surrounding villas with great attention to detail; especially when it comes to collecting taxes and scutage.

Wureok has organized a growing rebel faction among the peasants and townsfolk, using the pressures he himself applies to turn them against his benefactor, then twisting the stories of uprisings in reports to his benefactor. He thereby presents further reason for his position, for the further exploitation of the common-folk, and for the royal family to further insulate themselves from the outside world.