

# 500 x 3235

# ge Dummy

turns trying to move as far away from you as it can, and it can't willingly end its move in a space within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. After you reach 5th level, when a creature fails its saving throw against your Arcane Abjuration feature, the creature is banished for 1 minute (as in the Banishment spell, no concentration required) if it isn't on its plane of origin and its challenge rating is at or below a certain threshold, as shown on the Arcane Banishment table."}}, "Spell Breaker"=>"when you restore hit points to an ally with a spell of 1st level or higher, you can also end one spell of your choice on that creature. The level of the spell you end must be equal to or lower than the level of the spell slot you use to cast the healing spell", "Potent Spellcasting"=>"add your Wisdom modifier to the damage you deal with any cleric cantrip."}}}

**Proficiencies -**  
**Proficiency Mod -** +3

**Languages -** Elvish Common Infernal Sylvan  
**Adjectives -** brave, haunted, sarcastic,

**Special Abilities** -

**Special Equipment** - -

### 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.

**Actions** -

### Factions

- House Lillithium - minor nobles**  
Role: *2nd Heir*
- South East Exploration Kompany - guild**  
Role: *Explorer*

### 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*

### Mannerisms

Reads voraciously. Argues trivial, academic points.

### Motivations

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

### Passions

N/A

### Secrets

N/A

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