



CELL ONE

WUREOK HILSREGAAS

*older adult dragonborn*  
*lawful evil*  
*Level 10 sorcerer*

**Pronouns:** he/him

**Occupations:** Castell

**Armor Class** 10

**Hit Points** 44 (TODO H

**Speed** 20.

STRDEXCON

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**Saving Throws** TODO

**Skills**

ArcanaHistoryPoliticsDe

**Proficiencies**

**Damage Immunities**

TODO Damage Immunit

**Condition Immunities**

TODO Condition Immuni

**Senses** TODO Senses

**Languages**

Draconic Elven Common

**Adjectives** ,

2500 x 3235

Image Dummy

**Special Abilities**

- Font of Magic; Eyes of the Grave; Hound of the Grave; 1 - 5; 2 - 3; 3 - 3; 4 - 3; 5 - 2 | Breath Weapon - Poison

**Special Equipment**

- Cloak of Protection +3
- "Staff of Defense simple 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.")

**ROLEPLAYING**

**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 "

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STRDEXCONINTWISCHA

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**Saving Throws** TODO

**Saving Throws Skills**

ArcanaHistoryPoliticsDeceptionInsightPersua

**Proficiencies** TODO

**Damage Immunities** TODO

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**Adjectives** ,

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**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.

**Actions**

Staff of Defense | Breath Weapon

**Factions**

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**Mannerisms**

**Hands clasped. Cloudy eyes strain to see clearly. Small but effective gestures. Slight limp in right leg.**

**Motivations**

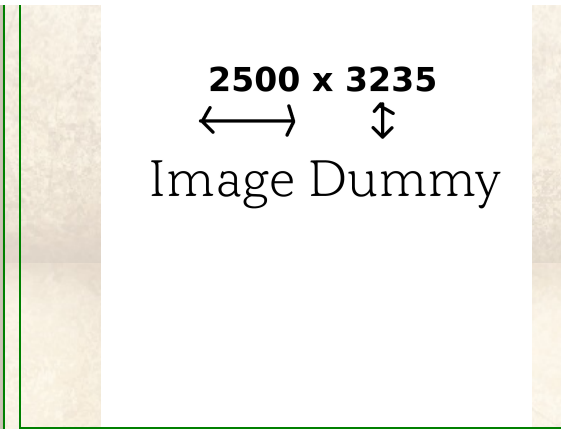
**To serve the noble family for whom he serves as castellan and deputy. Ensure all taxes and scutages are paid, always.**

**Passions**

**Gold. Power. He seeks to replace his benefactors eventually.**

**Secrets**

**Has begun an underground rebel faction to replace the royals of the region.**



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