

2500 x 3235

Special Abilities

- Resistant to Magic, Poison; Nightvision of the Forge; Soul of the Forge; Divine Strike blessing; | Divine Inspiration | Spells: 0 - 5; 1 - 4; 2 - 3; 3 - 4; 4 - 3; 5 - 2; | Sea of Smiting, Elemental Wall of Fire, Magic

Special Equipment

Combat Tactics

Glohrimoore is essentially a warrior. Particularly if faced with a threat he perceives as an evil combatant. Of course, this has its pros - he is a brave fighter - and cons - that he is foolhardy and takes short-sighted risks.

Actions

Warhammer

Factions

Expressions

"Hail Herses! These metals aren't Dwarven!", "Light reveals Truth. Honesty, the light.", "Bring thee out the shadows!"

Mannerisms

Total workaholic. Fiddles with lantern joints, frames, and wicks while conversing. Sneers, one eye squinting.

Motivations

To produce the best quality lanterns for travel and city use. To enlighten other races of discrimination Dwarves face.

Passions

Fire. Smithing. Equality. Bringing more light into a world he feels is beleaguered by darkness.

Secrets

Smithing is his true passion. The clank of a forge resonates. "Arr. Not quite right."

Appearance

Stout, weathered skin. Oily, singed earth-colored garb. Tangled, braided dark brown hair.

Expressions

"Hail Herses! These metals aren't Dwarven!", "Light reveals Truth. Honesty, the light.", "Bring thee out the shadows!"

Mannerisms

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BACKGROUND STORY

Glohrimoore is a smith, born and bred, but not what one might imagine from a hard-working Mountain Dwarf. While fully committed to his Deity, Moradin [Any central Dwarven Deity], he sees the forge more so in terms of its dependence upon fire and light. As a youngster, he was always fascinated with the forging processes, but his attention was more focused on how fire and light were the central mechanisms for the greatest creations. He turned his attention away from weapon and armor crafting and instead towards the construction of the finest lanterns for travellers, city streets, and beyond.

PERSONALITY