

# GLEADRIC & CUJUNOA

*older adult firbolg*  
*neutral good*  
*Level 5 shaman*

**Pronouns:** they/them  
**Occupations:** Fur and Skins Trader  
**Armor Class** 16  
**Hit Points** 54 (TODO Hitdice)  
**Speed** 30.

STR	DEX	CON	INT	WIS
13 (+2)	15 (+3)	9 (0)	9 (0)	16 (+3)

## CHA

15  
(+3)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
Survival; Nature; Athletics;  
Perception; Insight; Tanning;  
Skinning; Fabrics & Textiles;  
Stealth

**Proficiencies** TODO

**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages**  
Firbolg Common Elvish Giant ,  
Adjectives ,

## Special Abilities

- Detect Magic; Disguise Self; Hidden Step; Shamanic Call; Spirit Magic; Shamanic Invocations; Blessings of Dream; Dreamrender; Faun Shaman; Gift of Sight; Glimpse the Path | Silent Image; Sleight of Hand; Phantasmal Force; Suggestion; Major Image; Sending | Speed 0 - 2; 1 - 3; 2 - 2

## Special Equipment

## Combat Tactics

Gleadric will retract from conflict. Cujolooa will ferociously use his magicks and invocations to down combatants.

## Actions

Quarterstaff

## Factions

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**Skills**  
Survival; Nature; Athletics  
Perception; Insight; Tan  
Skinning; Fabrics &amp  
Stealth

**Proficiencies**

**Damage Immunities**  
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**Condition Immunities**  
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**Senses** TODO Senses

**Languages**  
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**Adjectives**

# ROLEPLAYING

A stall displays numerous quality tanned hides and furs from iron racks. "Lovely, huh?" A Firbolg asks, chewing on jerky

Tall & stocky. Grey fur. Long wild deep blue hair and beard. Patched hides & leathers. Tiny bones and flora tied to hair

"Eek. Da dreamers be frownin'": "Long days mak

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**Tall & stocky. Grey fur. Long wild deep blue hair and beard. Patched hides & leathers. Tiny bones and flo tied to hair**

"Eek. Da dreamers be frown"  
 "Long days make good pay"  
 "Right, right, right. Think it through";

**Taps head and body in various places in various sequences**  
**Points out overly formal things. Refers to self in 3rd person**

**To resist the industrial and technological innovations a cultural change and thus re against political structures.**

**Nature. Protecting  
Lycanthropes. Equality.  
Socialism.**

**His Shamanic Calling of Dread attacks his psyche with demands to tear down royal lineages.**

Image Dummy

### Special Abilities

- Detect Magic; Disguise; Hidden Step; Shamanic Calling; Spirit Magic; Shamanic Invocation; Blessings of Dream; Dreamrender; Faur; Shaman; Gift of Sight; Glimpse the Path | Image; Sleep; Phantom Force; Suggestion; Image; Sending | Strength; 2; 1 - 3; 2 - 2

### Special Equipment

### Combat Tactics

Gleadric will retract from Cujuloa will ferociously use magicks and invocations to blow combatants.

### Actions

Quarterstaff

### Factions

Lek. Da dreamers be rownin' ; Long days make good pay"; "Right, right, right. Think it through"

### Mannerisms

Taps head and body in various places in various sequences. Points out overly formal things. Refers to self in 3rd person

### Motivations

To resist the industrial and technological innovations and cultural change and thus rebel against political structures.

### Passions

Nature. Protecting Lycanthropes. Equality. Socialism.

### Secrets

His Shamanic Calling of Dreams attacks his psyche with demands to tear down royal lineages.

## BACKGROUND STORY

Gleadric was raised in a Firbolg stronghold in the remote forests of Yyl on the outskirts of known civilization. The pivotal day in his youth, when his shamanic calling took control of his dreams and appended them to his woken life, was nearly crippling at first; changing him from the day-to-day gentle tenderer to flora into a seemingly secretive tanner and collector of furs. "You've changed." One of his close friends imparted, "but...change is life." He patted Gleadric on the back while Cujuloa continued stripping a large Bison of its hide. Gleadric became two spirits inhabiting one physical body. Cujuloa was largely in charge of his daily productive activities - invoking dreams in his waking and providing soft, warm dreams to his peoples - while Gleadric remained in control of his interactions with his community. However, Cujuloa demanded that they take their firm beliefs in equality and profound spirituality to the civilized communities and that they find new means and ways to bring peoples back to basic love of flora and fauna. They believe that by building a room in the market for impressive hide and fur trade - a return to more primitive and anarchic ways - while impressing the importance of adhering to dreams over the purported reality of the waking world; that this will bring peoples back to their essential being. Their goals, along with the split psyche, make social appearances, well, a challenge in situations relying on a finely detailed social contract. They come across to most as wild or 'crazy', but upon closer inspection and interactions, their distilled spirituality leaves a mark of genuine good. Depend on which spirit is taking charge, they refer to themselves in 3rd person - either Gleadric or Cujuloa.

# PERSONALITY

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