LLEWELLYN BRO	DADLORE				
Pronouns: he/him Occupations: Bookshop Owner Armor Class 10		_			
Hit Points 87 (TODO Hit Speed 20.	dice)				
STR	DEX	— CON	INT	WIS	СНА
7	10	9	19	19	12
Saving Throws TODO So Skills Very Proficient in A		_			
Proficiencies TODO					
Damage Immunities TO Condition Immunities To Senses TODO Senses Languages Common Elv Adjectives ,	TODO Condition Immunities	_			
	tion Savant Portent Expert Div y Trance Elf Weapon Training	vination The Thir	rd Eye Spellcasting Ar	cane Recovery School	of Divination Darkvisior
Combat Tactics					
He will only ever fight if h	is life is directly threatened at	t which point he'	'll use his spellcasting t	to fight	

<u>Actions</u>

Spellcasting

<u>Factions</u>

Introduction

A regal looking elderly elf awaits inside the Eldritch Bookshop. "Good day friends! We have all the latest editions!"

Appearance

White-haired and wizened, though still very gaunt and regal. Well-dressed and clean

Expressions

"I'm sorry, we don't carry dirty books here", "We may have some tombs to your liking, but they re definitely not cheap"

Mannerisms

Slow and feeble, walks with a staff

Motivations

He loves books and the pursuit of knowledge

Passions

Books and writing

Secrets

He may have various magical tombs and scrolls locked in his backroom safe at any given time

Background

Llewellyn is a very old man, even by elf standards. He's spent much of his life travelling around the realms collecting books and studying lore. As he grew too old for the life of an adventurer, he settled in the city and opened a store to display and pass on his huge collection. He is always interested in bringing in new lore and historical volumes, and can become distracted and talk at lengths about history, lore and arcana. To him, knowledge is it's own reward. During his travels he has collected a number of magical tombs and scrolls which he keeps under lock and key at the shop. A player would have to heavily impress him to sell one of them though, and even then, they would be very expensive.