

[Previous](#)[Next](#)

llewellyn broadlore

**2500 x 3235**  
↔ ↕

Image Dummy

---

Llewellyn Broadlore

**Llewellyn Broadlore**

**elderly Elf**

**Lawful Neutral**

**Level 10 Wizard School of Divination**

---

**Pronouns -**

he/him

**Occupations -**

Bookstore Owner

**Armor Class -**

10

**Hit Points -**

87 (TODO Hitdice)

**Speed -**

20.

---

**STR**

7 (-1)

**DEX**

10 (+0)

**CON**

9 (0)

**INT**

19 (+5)

**WIS**

19 (+5)

**CHA**

12 (+1)

---

**Saving Throws -**

**Skills -**

{ "Elf Abilities"=>[ { "Fey Ancestry"=>"Advantage on saving throws againsts charm and immune to sleep magic", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Keen Senses"=>"You have proficiency in the Perception skill", "Trance"=>"Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After Resting in this way, you gain the same benefit that a human does from 8 hours of sleep", "Elf Weapon Training"=>"You have proficiency with the Longsword, Shortsword, Shortbow, and Longbow"}], "Wizard Abilities"=>[ { "Arcane Recovery"=>"After a short rest can recover a spell slot up to 3rd level", "Spellcasting"=>[ { "Spell DC"=>17, "Cantrips"=>"True Strike, Dancing Lights, Fire Bolt, Mage Hand, Mending", "1st Level"=>"Comprehend Languages, Detect Magic, Gift of Alacrity, Find Familiar", "2nd Level"=>"Augury, Detect Thoughts, Mind Spike", "3rd Level"=>"Clairvoyance, Fireball, Tiny Servant", "4th Level"=>"Divination, Private Sanctum, Dimension Door", "5th Level"=>"Legend Lore, Scrying"}]}, "School of Divination Abilities"=>[ { "Divination Savant"=>"the gold and time you must spend to copy a Divination spell into your spellbook is halved.", "Potent"=>"when you choose this school, glimpses of the future begin to press in on your awareness. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls", "Expert Divination"=>"casting divination spells comes so easily to you that it expends only a fraction of your spellcasting efforts.

When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level", "The Third Eye"=> [{"Description"=>"you can use your action to increase your powers of perception. When you do so, choose one of the following benefits, which lasts until you are incapacitated or you take a short or long rest. You can't use the feature again until you finish a short or long rest.", "Darkvision"=>"You gain darkvision out to a range of 60 feet.", "Ethereal Sight"=>"You can see into the Ethereal Plane within 60 feet of you.", "Greater Comprehension"=>"You can read any language.", "See Invisibility"=>"You can see invisible creatures and objects within 10 feet of you that are within line of sight"}]]}}

**Proficiencies -**

**Proficiency Mod -**

+4

**Languages -**

Common Elvish Dwarvish {"id"=>"elf\_tribe", "name"=>"Elf Tribe"} {"id"=>"chamber\_of\_commerce", "name"=>"Chamber of Commerce"} {"id"=>"university", "name"=>"University"}

**Adjectives -**

Wise, Learned, Curious,

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

---

**2500 x 3235**  
↔ ↕

# Image Dummy

## Roleplaying

---

### 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 toms 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

Llewellyn Broadlore

elderly Elf  
Lawful Neutral  
Level 10 Wizard School of Divination

Pronouns -

he/him

Occupations -

Bookstore Owner

Armor Class -

10

Hit Points -

87 (TODO Hitdice)

Speed -

20.

STR

7 (-1)

DEX

10 (+0)

CON

9 (0)

INT

19 (+5)

WIS

19 (+5)

CHA

12 (+1)

Saving Throws -

Saving Throws -

Skills -

{ "Elf Abilities"=>[ { "Fey Ancestry"=>"Advantage on saving throws againts charm and immune to sleep magic", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Keen Senses"=>"You have proficiency in the Perception skill", "Trance"=>"Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After Resting in this way, you gain the same benefit that a human does from 8 hours of sleep", "Elf Weapon Training"=>"You have proficiency with the Longsword, Shortsword, Shortbow, and Longbow"}], "Wizard Abilities"=>[ { "Arcane Recovery"=>"After a short rest can recover a spell slot up to 3rd level", "Spellcasting"=>[ { "Spell DC"=>17, "Cantrips"=>"True Strike, Dancing Lights, Fire Bolt, Mage Hand, Mending", "1st Level"=>"Comprehend Languages, Detect Magic, Gift of Alacrity, Find Familiar", "2nd Level"=>"Augury, Detect Thoughts, Mind Spike", "3rd Level"=>"Clairvoyance, Fireball, Tiny Servant", "4th Level"=>"Divination, Private Sanctum, Dimension Door", "5th Level"=>"Legend Lore, Scrying"}]], "School of Divination Abilities"=>[ { "Divination Savant"=>"the gold and time you must spend to copy a Divination spell into your spellbook is halved.", "Potent"=>"when you choose this school, glimpses of the future begin to press in on your awareness. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls", "Expert Divination"=>"casting divination spells comes so easily to you that it expends only a fraction of your spellcasting efforts. When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level", "The Third Eye"=>[ { "Description"=>"you can use your action to increase your powers of perception. When you do so, choose one of the following benefits, which lasts until you are incapacitated or you take a short or long rest. You can't use the feature again until you finish a short or long rest.", "Darkvision"=>"You gain darkvision out to a range of 60 feet.", "Ethereal Sight"=>"You can see into the Ethereal Plane within 60 feet of you.", "Greater Comprehension"=>"You can read any language.", "See Invisibility"=>"You can see invisible creatures and objects within 10 feet of you that are within line of sight"}]] }

Proficiencies -

Languages -

Common Elvish Dwarvish { "id"=>"elf\_tribe", "name"=>"Elf Tribe"} { "id"=>"chamber\_of\_commerce", "name"=>"Chamber of Commerce"} { "id"=>"university", "name"=>"University"}

Adjectives -

Wise, Learned, Curious,

Special Abilities

- 
- 

Special Equipment

- 
- 

### Combat Tactics

He will only ever fight if his life is directly threatened at which point he'll use his spellcasting to fight

### Actions

- 

### Factions

## Roleplaying

---

### 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 toms 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 toms and scrolls locked in his backroom safe at any given time

## Background Story

---

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.