

Mordechai Dumas

MORDECHAI DUMAS

Older Adult Human

Neutral

Level 18 Wizard Order Of Scribes

Pronouns - he/him

Occupations - Librarian / Record Keeper

Armor Class - 15

Hit Points - 112 (TODO Hitdice)

Speed - 30.

STR	DEX	CON	INT	WIS	CHA
10	16	18	26	22	12
(+0)	(+3)	(+4)	(+8)	(+6)	(+1)

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Saving Throws -

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Skills -

{ "Wizard Abilities"=> [ { "Arcane Recovery"=>"After a short rest can recover a spell slot up to 3rd level", "Spell Mastery"=>"Choose a 1st-level Wizard spell and a 2nd-level Wizard spell that are in your Spellbook. You can cast those Spells at their lowest level without expending a spell slot when you have them prepared If you want to cast either spell at a higher level, you must expend a spell slot as normal - Detect Magic & Detect Thoughts", "Spellcasting"=> [ { "Cantrips"=>"Mending, Message, Mage Hand, Fire Bolt, Light, Dancing Lights, Minor Illusion", "1st Level"=>"Alarm, Charm Person, Comprehend Languages, Detect Magic, Find Familiar, Floating Disk, Identify, Illusory Script, Magic Missile, Shield, Unseen Servant, Fog Cloud", "2nd Level"=>"Arcane Lock, Arcanist's Magic Aura, Blindness/Deafness, Detect Thoughts, Hold Person, Invisibility, Knock, Locate Object, Misty Step, Suggestion", "3rd Level"=>"Animate Dead, Clairvoyance, Counterspell, Dispel Magic, Fireball, Fly, Slow, Tiny Hut, Tongues, Vampiric Touch, Fear, Lightning Bolt, Sending", "4th Level"=>"Arcane Eye, Banishment, Black Tenticles, Dimension Door, Greater Invisibility, Ice Storm, Locate Creature, Polymorph, Private Sanctum, Wall of Fire", "5th Level"=>"Animate Objects, Cloudkill, Contact Other Plane, Dominate Person, Hold Monster, Legend Lore, Modify Memory, Scrying, Telekinesis, Telepathic Bond, Teleportation Circle, Arcane Hand", "6th Level"=>"Chain Lightning, Create Undead,

## Saving Throws - Skills -

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## ROLEPLAYING

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**Introduction**  
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consciousness transforms into your spellbook, along with all its spells. If the previous book still existed somewhere, all the spells vanish from its pages."}}], "Manifest Mind"=>"you can conjure forth the mind of your Awakened Spellbook. As a bonus action while the book is on your person, you can cause the mind to manifest as a Tiny spectral object, hovering in an unoccupied space of your choice within 60 feet of you. The spectral mind is intangible and doesn't occupy its space, and it sheds dim light in a 10-foot radius. It looks like a ghostly tome, a cascade of text, or a scholar from the past (your choice). While manifested, the spectral mind can hear and see, and it has darkvision with a range of 60 feet. The mind can telepathically share with you what it sees and hears (no action required). Whenever you cast a wizard spell on your turn, you can cast it as if you were in the spectral mind's space, instead of your own, using its senses. You can do so a number of times per day equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. As a bonus action, you can cause the spectral mind to hover up to 30 feet to an unoccupied space that you or it can see. It can pass through creatures but not objects. The spectral mind stops manifesting if it is ever more than 300 feet away from you, if someone casts Dispel Magic on it, if the Awakened Spellbook is destroyed, if you die, or if you dismiss the spectral mind as a bonus action. Once you conjure the mind, you can't do so again until you finish a long rest, unless you expend a spell slot of any level to conjure it again.", "Master Scrivner"=>"whenever you finish a long rest, you can create one magic scroll by touching your Wizardly Quill to a blank piece of paper or parchment and causing one spell from your Awakened Spellbook to be copied onto the scroll. The spellbook must be within 5 feet of you when you make the scroll. The chosen spell must be of 1st or 2nd level and must have a casting time of 1 action. Once in the scroll, the spell's power is enhanced, counting as one level higher than normal. You can cast the spell from the scroll by reading it as an action. The scroll is unintelligible to anyone else, and the spell vanishes from the scroll when you cast it or when you finish your next long rest. You are also adept at crafting spell scrolls, which are described in the treasure chapter of the Dungeon Master's Guide. The gold and time you must spend to make such a scroll are halved if you use your Wizardly Quill", "One with the Word"=>"your connection to your Awakened Spellbook has become so profound that your soul has become entwined with it. While the book is on your person, you have advantage on all Intelligence (Arcana) checks, as the spellbook helps you remember magical lore. Moreover, if you take damage while your spellbook's mind is manifested, you can prevent all of that damage to you by using your reaction to dismiss the spectral mind, using its magic to save yourself. Then roll 3d6. The spellbook temporarily loses spells of your choice that have a combined spell level equal to that roll or higher. For example, if the roll's total is 9, spells vanish from the book that have a combined level of at least 9, which could mean one 9th-level spell, three 3rd-level spells, or some other combination. If there aren't enough spells in the book to cover this cost, you drop to 0 hit points. Until you finish 1d6 long rests, you are incapable of casting the lost spells, even if you find them on a scroll or in another spellbook. After you finish the required number of rests, the spells reappear in the spell book. Once you use this reaction, you can't do so again until you finish a long rest"}}}}]

**Proficiencies** -  
**Proficiency Mod** - +6

**Languages** -  
Common Undercommon Infernal Abyssal Celestial  
**Adjectives** - Studious, Intelligent, Timid,

**Introduction**

The librarian approaches quietly whispering - /"Fiction? History? Religion? Arcana? What can I interest you in?/"

**Appearance**

Abnormally tall and gaunt, in finely tailored robes. Whisps of red hair string across his mostly bald head.

**Expressions**

*The story of my family and the story of the world can be found in these books*

**Mannerisms**

frequently removes and polishes his glasses

**Motivations**

Knowledge

**Passions**

Books, History and Lore

**Secrets**

He knows all of the family secrets, even ones the rest of the family doesn't.

attuned. At the end of the rest, your spellbook's consciousness is summoned into the new book, which the consciousness transforms into your spellbook, along with all its spells. If the previous book still existed somewhere, all the spells vanish from its pages."}}], "Manifest Mind"=>"you can conjure forth the mind of your Awakened Spellbook. As a bonus action while the book is on your person, you can cause the mind to manifest as a Tiny spectral object, hovering in an unoccupied space of your choice within 60 feet of you. The spectral mind is intangible and doesn't occupy its space, and it sheds dim light in a 10-foot radius. It looks like a ghostly tome, a cascade of text, or a scholar from the past (your choice). While manifested, the spectral mind can hear and see, and it has darkvision with a range of 60 feet. The mind can telepathically share with you what it sees and hears (no action required). Whenever you cast a wizard spell on your turn, you can cast it as if you were in the spectral mind's space, instead of your own, using its senses. You can do so a number of times per day equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. As a bonus action, you can cause the spectral mind to hover up to 30 feet to an unoccupied space that you or it can see. It can pass through creatures but not objects. The spectral mind stops manifesting if it is ever more than 300 feet away from you, if someone casts Dispel Magic on it, if the Awakened Spellbook is destroyed, if you die, or if you dismiss the spectral mind as a bonus action. Once you conjure the mind, you can't do so again until you finish a long rest, unless you expend a spell slot of any level to conjure it again.", "Master Scrivner"=>"whenever you finish a long rest, you can create one magic scroll by touching your Wizardly Quill to a blank piece of paper or parchment and causing one spell from your Awakened Spellbook to be copied onto the scroll. The spellbook must be within 5 feet of you when you make the scroll. The chosen spell must be of 1st or 2nd level and must have a casting time of 1 action. Once in the scroll, the spell's power is enhanced, counting as one level higher than normal. You can cast the spell from the scroll by reading it as an action. The scroll is unintelligible to anyone else, and the spell vanishes from the scroll when you cast it or when

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### Special Abilities

### Special Equipment

## Combat Tactics

## Spellcasting

## Actions

## Factions

## Dumas Family

Role: *Record Keeper, Lore Master*

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Common	Undercommon
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### Adjectives -

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### Special Abilities

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