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elderly elf lawful neutral Level 10 wizard

Pronouns: he/him

Occupations: Bookshop Owner

Armor Class 10

Hit Points 87 (TODO Hitdice)

Speed 20.

STR	DEX	CON	INT	WIS	СНА
7	10	9	19	19	12

Saving Throws TODO Saving Throws

Skills Very Proficient in ArcanaHistory and Lore

Proficiencies TODO

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

Senses TODO Senses

Languages Common Elvish Dwarvish ,

Adjectives,

Special Abilities Divination Savant Portent Expert Divination The Third Eye | Spellcasting Arcane Recovery School of Divination | Darkvision Keen Senses Fey Ancestry Trance Elf Weapon Training

Special Equipment

- · Various magical scrolls
- books and tombs

Combat Tactics

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

Actions

Spellcasting

<u>Factions</u>

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

<u>Appearance</u>

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

<u>Expressions</u>

"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

<u>Motivations</u>

He loves books and the pursuit of knowledge

Passions

Books and writing

<u>Secrets</u>

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.