# CELL ONEYASLOH "BRAIN" early middle age swamp gnor lawful evil Level 15 mage Pronouns: he/him Occupations: Scrum w **Armor Class 14** Hit Points 55 (TODO H 2500 x 3235 CELL 2 Speed 25. Image Dummy STR DEX CON INT 14 () 10 11 19 CHA 5 **Saving Throws TODO Saving Throws** Arcana; History; Religior Nature ROLEPLAYING **Proficiencies Damage Immunities**

# Introduction

**TODO Damage Immunit** 

Condition Immunities
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Senses TODO Senses

Languages Human gn

Adjectives Thoughtful

• Malleable Illusion | |

Self | Illusory Realit Spells: 0 -5; 1 - 4; 2

3; 4 - 3; 5 - 2; 6 - 1; - 1; | Improved Min

**Special Abilities** 

"You're carrying that wrong," declares a robed, trinketed gnome, walking youward. "Let me share my learnings with you."

## **Appearance**

Cross-eyed; powerful, like a wild cat; intense; wears showy expensive jewelry, bits of coloured paper pasted on pants.

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Arcana; History; Religion; Nature

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## **Special Abilities**

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#### **Special Equipment**

- Thaum gauge on a wristband
- a personal thaumometer used to detect concentrations of magical potential.

## **Combat Tactics**

Yasloh will rarely engage in direct hand-to-hand combat and almost exclusively rely on his spells to create distance and eliminate hostiles.

#### Actions

Quarterstaff

**Factions** 

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#### **Mannerisms**

Constantly rubbing knuckles, flexing his jaw and his triceps; sighs in disappointment whenever others speak.

#### **Motivations**

Wants to lead other wizards in the building of new, never-before-invented magical devices; sees himself as a mentor.

#### **Passions**

Innovation and guiding others into a new and vibrant future.

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# ROLEPLAYING

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