YASLOH "BRAIN"

early middle age swamp gnome lawful evil Level 15 mage

Pronouns: he/him Occupations: Scrum wizard Armor Class 14 Hit Points 55 (TODO Hitdice) Speed 25.

STR DEX CON INT WIS

14 10 11 19 3 (+2) (+0) (+1) (+5) (-3)

CHA

5 (-2)

> Saving Throws TODO Saving Throws Skills Arcana; History; Religion; Natur

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Human gnomish,
Adjectives Thoughtful,

Special Abilities

Malleable Illusion | Illusory 9
 | Illusory Reality | Spells: 0
 1 - 4; 2 - 3; 3 - 3; 4 - 3; 5 - 2
 1; 7 - 1; 8 - 1; | Improved Millusion

Special Equipment

- Thaum gauge on a wristban
- a personal thaumometer us to detect concentrations of magical potential.

Combat Tactics

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

Actions

Quarterstaff

Factions

ROLEPLAYING

Introduction

"You're carrying that wrong declares a robed, trinketed

gnome, walking youward. ' me share my learnings with you."

Appearance

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

Expressions

Cell3

(Interrupting) "I know what you're going to say"; "I thin very, very deeply"; "You're where I was at ten years ag

Mannerisms

Constantly rubbing knuckles flexing his jaw and his trice sighs in disappointment whenever others speak.

Motivations

Wants to lead other wizards the building of new, neverbefore-invented magical devices; sees himself as a mentor.

Passions

Innovation and guiding othe into a new and vibrant futu

Secrets

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2500 x 3235 1



Image Dummy

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Passions

Innovation and guiding others into a new and vibrant future.

Secrets

BACKGROUND STORY

There really aren't any swa **Gnomes. Except for Yasloh. Emerging from a mountain cav** on a dimly glimmering morning the Gnome sputtered at the su "Yes, yes, I know that already' and coughed up a bit of flem in his hand. He slapped his hands together and rubbed them vigorously, laughing to himself "What does this day have to offer?" He stepped forward out the cave and his foot found no ground. The black swamps of k oug had deceived yet another. Whoever Yasloh used to be wa absorbed into the gritty sandy mire of Kol-oug. How could I ha forgotten the bloody swamp? the last thought that crossed h mind before the Mind Flayer p swamp consumed his identity. Three days later a sm humanoid limped his way towa a makeshift Halfling military camp. "Who goes there?", crie the lieutenant. The "Brain" beg to reflect upon itself and found nothing. Well, who does go he He asked himself. Nothing. "W goes there?" The lieutenant as again. Oh, well, I had better answer him. He seems importa "Brain!" Yasloh shouted the on thing he could think. "Brain" approached the militia party having all the smarts he had before but having no idea who actually was. "Oy, innit a gnome...", the halfling lieutena remarked, "covered in muck". "Yes", Yasloh replied, "a swam gnome". "But there's no such.. Yasloh shot the soldier an intimidating glance. Silence. T gave "Brain" a place to clean u and change. During the contract of the reflection time his mind filled criss-crossing images of shimmering grids and incohere numbers and languages. These hallucinations eventually bega congeal into gears, sigils, machinations, glyphs, and locations of great power. It appeared as though Yasloh ha fallen asleep in the bath at the camp and he began muttering incomprehensibly in an increase volume until he was nearly shouting. A young Halfling sole approached to shake him awak "Sir. Sir? Are you okay? Are yo And Yasloh shot up in the bath screaming valorously, "I've got mate!" He may have lost his pa but now saw the many magical inventions that would define h future.

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