

Mage

March 8, 2023



Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 11

Languages any four languages

Challenge 6 (2300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared: Cantrips (at will): "", "", "", "" 1st level (4 slots): "", "", "", "" 2nd level (3 slots): "", "" 3rd level (3 slots): "", "", "" 4th level (3 slots): "", "" 5th level (1

slot): ""

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 1) piercing damage.

Mages spend their lives in the study and practice of magic. Good-aligned mages offer counsel to nobles and others in power, while evil mages dwell in isolated sites to perform unspeakable experiments without interference.