## 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	СНА
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): "", "" 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.