Mage

Medium Humanoid, Any Alignment

Armor Class 12 (dex)

Hit Points 40 (9d8)

Speed 30 ft.

INIT

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

Senses passive perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Traits

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): fire bolt, light, mage hand, prestidigitation - 1st level (4 slots): detect magic, mage armor, magic missile, shield - 2nd level (3 slots): misty step, suggestion - 3rd level (3 slots): counterspell, fireball, fly - 4th level (3 slots): greater invisibility, ice storm - 5th level (1 slot): cone of cold

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.