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**Perception** +11

**Languages** common, elven, goblin, varisian, thassilonian

**Skills** Arcana +12, Crafting +10, Medicine +8, Nature +8, Occultism +10, Performance +8, Religion +8, Thassilon Lore +10

**Str** +0, **Dex** +0, **Con** +2, **Int** +5, **Wis** +3, **Cha** +3


**Familiar** Lyrie has a familiar, a cat named "Skivver"

**Spellbook** In addition to the spells she has prepared, Lyrie also has the following spells in the spellbook: **2nd:** *blur, darkvision, dispel magic* **1st:** *charm, fear, color spray, illusory disguise, longstrider, magic weapon* **Cantrips:** *prestidigitation, read aura, message, ghost sound, produce flame*


**Items** dagger, *wand of mage armor*, spellbook, darkvision elixir (moderate)

**AC** 21 (mage armor, 22 with shield); **Fort** +8, **Ref** +8, **Will** +14

**HP** 42

**Counterspell**  **Trigger** A creature Casts a Spell Lyrie has prepared; **Effect** Lyrie expends a prepared spell to counter the triggering creature's casting of that same spell. Lyrie loses its spell slot as if she had cast the triggering spell. Lyrie then attempts to counteract the triggering spell.

**Speed** 5 feet


**Melee**  dagger +9 (agile, finesse, versatile S), **Damage** 2d4+4 piercing


**Melee**  dagger +9 (agile, finesse, thrown 10 ft., versatile S), **Damage** 2d4+4 piercing

**Arcane Prepared Spells** DC 21, attack +13 ; **2nd** *invisibility, hideous laughter, mirror image*; **1st** *grease, burnings hands, magic missile*; **cantrips (2nd)** *shield, light, mage hand, electric arc, telekinetic projectile*

**Arcane Innate Spells** DC 21 , **cantrips (2nd)** *detect magic*

**Arcane School Spells** 1 Focus Point, DC 21 , attack +13; **1st** *hand of the apprentice*;

**Reach Spell**  (concentrate, metamagic) If the next action the Lyrie uses is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, extend its range to 30 feet.

**Widen Spell**  (concentrate, metamagic) Lyrie manipulates the energy of her spell, causing it to affect a wider area. If the next action she uses is to Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of that spell.

- Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected).
- Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.