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| **Name** | **Type** | **Size** | **XP Rating** |
| Grand Wizard | Demon | Large | 4 (65 XP) |

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| **Strength** | 9 (+4) |  | **Armor Class** | 13 (Natural) | | **Action Points** | 9 |
| **Perception** | 9 (+4) |  | **Avg. Hit Points** | 63 | | **Hit Dice** | 7d10 + 28 |
| **Endurance** | 9 (+4) |  |  | |  | | |
| **Charisma** | 9 (+4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 9 (+4) |  | **Damage Resistances** | |  | | |
| **Agility** | 9 (+4) |  | **Damage Immunities** | |  | | |
| **Luck** | 1 (-4) |  | **Condition Immunities** | | Charmed, Exhaustion, Frightened | | |

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| **Special Traits** | **Special Actions** |
| **Hellspawn.** At night or in the Underworld, the grand wizard has *darkvision* out to 120 ft. and has advantage on all non-Luck d20 rolls. While this trait is active, the grand wizard has an XP rating of 6 (95 XP).  **Slow.** The grand wizard moves 10 feet when it uses the Move action. | **Homing Fireball (4 AP).** The mage fires an orb of destruction at a point it can see within 120 ft. All creatures within a 10-root-radius of that point must succeed a DC 12 Agility save or take 2d10 fire damage. |

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| **Description** |
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