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| **Name** | **Type** | **Size** | **XP Rating** |
| Mage | Demon | Medium | 1 (20 XP) |

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| **Strength** | 5 (+0) |  | **Armor Class** | 5 | | **Action Points** | 5 |
| **Perception** | 7 (+2) |  | **Avg. Hit Points** | 12 | | **Hit Dice** | 3d8 |
| **Endurance** | 5 (+0) |  |  | |  | | |
| **Charisma** | 7 (+2) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 7 (+2) |  | **Damage Resistances** | |  | | |
| **Agility** | 5 (+0) |  | **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 mage has *darkvision* out to 120 ft. and has advantage on all non-Luck d20 rolls. While this trait is active, the mage has an XP rating of 2 (35 XP). | **Firebolt (3 AP, 30/60 ft.).** The mage makes a ranged weapon attack using its Charisma. On a hit, the target takes 1d10 fire damage. |

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| **Description** |
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