

Medium Humanoid (Any Race), Neutral Evil

Armor Class	Hit Points	Speed	Challenge	PB	
12 (15 with mage armor)	49 (11d8)	30 ft.	5 (1,800 XP)	+3	
STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +8, Wis +5

Skills Arcana +8, Deception +6, Insight +5, Persuasion +6

Senses passive Perception 12

Languages Common plus any four languages

Special Equipment. The mage wears a spies' murmur (see chapter 5).

Innate Spellcasting (Psionics). The mage's spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: encode thoughts (see chapter 2), friends

3/day each: charm person, detect thoughts, mage armor, sleep, suggestion

1/day each: dominate person, mass suggestion, modify memory

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.