

# Abjurer

Medium, Humanoid (Wizard), Any Alignment

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**ARMOR CLASS**

15

**HIT POINTS**

143 (22d8 + 44)

**CHALLENGE**

9 | 5,000 XP

**PROFICIENCY**

+4

<b>Speed</b>	Walk 30 ft.
<b>Initiative</b>	+2
<b>Saving Throws</b>	Con +6, Int +9, Wis +6
<b>Skills</b>	Arcana +9, History +9
<b>Damage Resistances</b>	Force
<b>Senses</b>	Passive Perception 12
<b>Passive Perception</b>	12
<b>Languages</b>	Common plus three languages

**STR**9  
-1**DEX**14  
+2**CON**14  
+2**INT**20  
+5**WIS**14  
+2**CHA**12  
+1

## Traits

**Protective Ward.** The abjurer begins combat with 30 temporary Hit Points.

**Countermagic Scholar.** The abjurer has Advantage on checks and saving throws made to resist, identify, or disrupt spells.

## Actions

**Arcane Bastion Bolt.** Ranged Spell Attack: +9, range 120 ft. Hit: 32 (6d8 + 5) Force damage.

**Null Sphere (Recharge 5-6).** Constitution Saving Throw: creatures in a 20-foot-radius sphere within 120 feet. Failure: 45 (10d8) Force damage and the target cannot cast spells until the end of its next turn. Success: Half damage.

## Bonus Actions

**Ward Shift.** The abjurer gives 10 temporary Hit Points to one creature within 30 feet.

## Reactions

**Arcane Shield.** When the abjurer or a creature within 30 feet is hit by an attack, the abjurer adds 4 to the target AC against the attack, potentially causing it to miss.

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