

# Archmage

Medium, Humanoid, Any Alignment

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**ARMOR CLASS**

15

**HIT POINTS**

130 (20d8 + 40)

**CHALLENGE**

12 | 8,400 XP

**PROFICIENCY**

+4

**Speed** Walk 30 ft.

**Initiative** +3

**Saving Throws** Int +9, Wis +6

**Skills** Arcana +13, History +9, Insight +6

**Senses** Passive Perception 12

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**Languages** Common plus five languages

**STR**10  
+0**DEX**16  
+3**CON**14  
+2**INT**20  
+5**WIS**15  
+2**CHA**16  
+3

## Traits

**Arcane Ward.** At the start of each of the archmage turns, it gains 15 temporary Hit Points if it has at least 1 Hit Point and is not Incapacitated.

**Master of Formulae.** The archmage has Advantage on Intelligence (Arcana) checks and on saving throws against being Charmed by magic.

## Actions

**Spellbolt.** Ranged Spell Attack: +9, range 120 ft. Hit: 31 (6d8 + 4) Force damage.

**Staff Strike.** Melee Attack Roll: +7, reach 5 ft. Hit: 7 (1d8 + 3) Bludgeoning damage plus 18 (4d8) Force damage.

**Cataclysmic Formula (Recharge 5-6).** Dexterity Saving Throw: creatures in a 20-foot radius within 120 feet. Failure: 45 (10d8) Force damage. Success: Half damage.

## Reactions

**Arcane Deflection.** When hit by an attack or targeted by a spell, the archmage adds 4 to its AC or saving throw against that effect.

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