

**ARCHMAGE** **EPIC**  
264 POINTS

CG

**LEVEL (SAVE)**  
**12**

**MELEE ATTACK**  
+10/+5 (10 magic)

**TYPE:** Humanoid (Human)

**SPEED**  
**F8**

**SPECIAL ABILITIES**  
Independent. Flight. Blindsight;  
Conceal 6; Quick Cast   
(Can cast 1 spell as a swift action);  
Spell Penetration (Roll twice to  
overcome Spell Resistance); Spell Resistance

**AC**  
**23**

**HP**  
**120**

**SPELLS**  
4th—empowered *Melf's acid arrow*  
(unlimited uses) (sight; 20 acid damage,  
ignore Spell Resistance)  
5th—hold monster  (sight; Paralysis; DC 17),  
teleport  (self and adjacent ally; place this  
creature in any space it can see at least part of and  
place that ally adjacent to it)  
7th—*banishment*  (range 6; destroy target  
Outsider or target summoned creature with 75  
or fewer hp; DC 20), *finger of death*  (range 6;  
destroy living creature, 25 damage instead on  
successful save; DC 19)



D&D COMPANIONS  
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**ARCHMAGE: CG M. Humanoid (Human) Wiz13/Acm3\***



\*Acm = archmage prestige class

Illus. Arnie Swekel