

MEGA



As you enter the Library of Arcane Tomes, you spot a tall and elegant woman clad in flowing robes intricately adorned with arcane symbols. Her eyes shimmer with hidden knowledge, and as she delicately traces patterns in the air, you can't help but feel a tingling hint of magic in the air.

Mega is a high-ranking cleric of Mystra, the goddess of magic. She holds the prestigious position of being the guardian of the ancient Library of Arcane Tomes, where she oversees the collection and preservation of magical knowledge.

Mega has chosen to be at the Library of Arcane Tomes because of her insatiable love for magical items. She believes that the library holds the key to uncovering rare and powerful artifacts that will enhance her magical abilities.

Mega's eyes constantly shimmer with a faint magical glow, hinting at her connection to the arcane. She has a habit of absentmindedly tracing intricate patterns in the air with her fingers, as if casting unseen spells or communing with ethereal entities.

Deep down, Mega harbors a burning desire to possess the ultimate magical artifact: The Staff of the Archmagi. She longs to wield its incredible power and believes that it holds the key to unraveling the mysteries of magic.

MEGA

Medium humanoid (human), lawful neutral

Armor Class 14 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

Saving Throws DEX +5, CON +5, WIS +7

Skills Arcana +5, Insight +7, Religion +5

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	14 (+2)	18 (+4)	12 (+1)

Condition Immunities

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Elvish

Challenge 2 (450 XP)

Magical Guidance. Mega can communicate with the spirits of long-deceased mages, gaining their wisdom and guidance in her arcane pursuits. She has advantage on Arcana checks.

Spellcasting. Mega is a 4th-level cleric of Mystra. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Mega can prepare a total of 7 spells from the cleric spell list. She has the following cleric spells prepared:

Cantrips: Guidance, Light, Mending, Sacred Flame 1st Level: Bless, Cure Wounds, Detect Magic 2nd Level: Aid, Lesser Restoration 3rd Level: Dispel Magic

ACTIONS

Arcane Strike. Mega infuses her weapon with arcane energy, making a powerful melee strike. The target takes 17 (5d6) force damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Radiant Burst. Mega gathers radiant energy in her hand and releases it in a burst of light. She makes a ranged spell attack with a range of 30 feet. On a hit, the target takes 10 (3d6) radiant damage. Additionally, each creature within 5 feet of the target must make a DC 14 Dexterity saving throw or be blinded until the end of Mega's next turn.

Mystic Bolt. Mega conjures a bolt of pure arcane energy and hurls it at a target within 60 feet. She makes a ranged spell attack with a range of 60 feet. On a hit, the target takes 14 (4d6) force damage. The bolt then explodes, causing each creature within 5 feet of the target to make a DC 14 Dexterity saving throw. On a failed save, the creature takes an additional 7 (2d6) force damage.

NOTES

