

# EGAR MACH

Medium humanoid (Yuan Ti), neutral good

**Armor Class** 13 (*mage armor*, 18 with *shield*)

**Hit Points** 142 (20d6 + 60)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	16 (+3)	20 (+5)	14 (+2)	10 (+0)

**Saving Throws** Con +9 (Resilient feat), Int +11, Wis +8

**Skills** Arcana +11, Insight +8, Investigation +11, Perception +8

**Condition Immunities** poison

**Damage Immunities** poison

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Common, Abyssal, Draconic

**Level** Wizard (Divination) 20

**Proficiency Bonus** +6

**Innate Spellcasting.** Egar's innate spellcasting ability is Charisma. He can innately cast the following spells, requiring no material components:

At will: *poison spray*, *animal friendship* (snakes only)  
1/day: *suggestion*

**Magic Resistance.** Egar has advantage on saving throws against spells and other magical effects.

**Poison Immunity.** Egar is immune to poison damage and the poisoned condition.

**Alert.** Egar gains a +5 bonus to initiative, he can't be surprised while conscious, and other creatures don't gain advantage on attack rolls against him as a result of being unseen.

**Lucky.** Egar has three 3 luck points. Whenever he makes an attack roll, an ability check, or a saving throw, he can spend one luck point to roll an additional d20. He can choose to spend one of his luck points after you roll the die, but before the outcome is determined. He chooses which of the d20s is used for the attack roll, ability check, or saving throw.

He can also spend one luck point when an attack roll is made against him. Roll a d20, and then choose whether the attack uses the attacker's roll or his.

He regains your expended luck points when you finish a long rest.

**Arcane Recovery.** Once per day when Egar finishes a short rest, he can recover up to 10 spell levels of spell slots, but none of the slots can be 6th level or higher.

**Expert Divination.** When Egar cast a divination spell of 2nd level or higher using a spell slot, he regains one expended spell slot. The slot he regains must be of a level lower than the spell he cast and can't be higher than 5th level.

**The Third Eye.** Egar can use his action to gain one of the following benefits until he is incapacitated or finishes a short or long rest:

- **Ethereal Sight.** Egar can see into the Ethereal Plane within 60 feet of you.
- **Greater Comprehension.** Egar can read any language.
- **See Invisibility.** You can see invisible creatures and objects within 10 feet of you that are within line of sight.

**Greater Portent.** When Egar finishes a long rest, roll three d20s and record the numbers rolled. He can replace any attack roll, saving throw, or ability check made by himself or a creature that he can see with one of these foretelling rolls. He must choose to do so before the roll, and he can replace a roll in this way only once per turn. Each foretelling roll can be used only once. When you finish a long rest, he loses any unused foretelling rolls.

**Spell Mastery.** Egar can cast *shield* and *invisibility* without expending spell slots.

**Signature Spells.** Egar can cast *counterspell* and *haste* once each without expending spell slots. He must finish a long rest before he can use this feature again. These spells do not count against his number of prepared spells.

**Spellcasting.** Egar is an 20th-level wizard (spell save DC 19, +11 to hit with spell attacks). He has the following wizard spells prepared:

At will: *invisibility*, *shield*

1/day: *counterspell*, *haste*

Cantrips (at will): *chill touch*, *mage hand*, *message*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *mage armor*\*, *magic missile*

2nd level (3 slots): *mirror image*, *misty step*

3rd level (3 slots): *blink*, *counterspell*, *fireball*, *haste*, *lightning bolt*

4th level (3 slots): *confusion*, *dimension door*, *fire shield*, *ice storm*

5th level (3 slots): *cone of cold*, *far step*, *steel wind strike*, *wall of force*

6th level (2 slots): *chain lightning*, *disintegrate*, *otiluke's freezing sphere*, *scatter*

7th level (2 slots): *prismatic spray*, *teleport*

8th level (1 slot): *mind blank*\*

9th level (1 slot): *foresight*, *invulnerability*, *wish*

\*Egar casts *mage armor* and *mind blank* daily.

## ACTIONS

Egar can use his action to cast a spell or attacks with one of the following cantrips:

**Chill Touch.** *Ranged Spell Attack:* +11 to hit, range 120ft., one target. *Hit* 18 (4d8) necrotic damage plus the target can't regain hit points until the start of Egar's next turn. Versus undead, the target has disadvantage on attack rolls it makes against Egar until the end of his next turn.

**Shocking Grasp.** *Melee Spell Attack:* +11 to hit, reach Touch., one target. *Hit* 18 (4d8) lightning damage plus the target can't make reactions until the start of its next turn. If the target is wearing metal armor, the attack roll against it has advantage.

## BONUS ACTIONS

Egar can cast the follow spells as a bonus action: *misty step*, *far step*.

## REACTIONS

Egar can cast the follow spells as reactions: *feather fall*, *shield*, *counterspell*.