



Mazzim the Mesmerist



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A malevolent sorcerer who has mastered the arcane arts of illusion, hypnotism, and deception. Among Mazzim's collection of mystical baubles and trinkets is the Skullcap of Ord, a bronze helm emblazoned with a radiant eye that amplifies the potency of his spellcasting. His disciples revere him as an all-wise sage who wishes to guide his people into a utopian age of wonder shown to him by "the spirits." They do not realize their zealous loyalty is spurred by his magical manipulations.

AC 10, HP 45, ATK 2 spell +6, MV near, S -1, D +0, C +0, I +4, W +1, Ch +3, AL C, LV 10

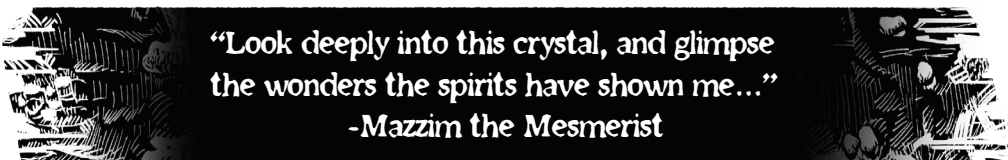
Skullcap of Ord. Three times per day, cast a spell with advantage or choose a spell being cast within far to have disadvantage.

Crystal of Mind Warping. If a creature looks into the crystal for three consecutive rounds, the wielder can alter one of the creature's memories in a plausible way or implant a new memory that could reasonably be true.

Enchant (INT Spell). DC 12. Close, one humanoid target. The target regards the caster as a good friend for 1d6 rounds.

Illusion (INT Spell). DC 13. Far. Conjure a convincing visible and audible illusion up to the size of a sailing ship within range. Touching the illusion or passing a DC 15 INT check reveals its false nature. It lasts 1d6 rounds.

Mesmerism (INT Spell). DC 14. Near, focus. All humanoid creatures in range must pass a CHA check vs. the last spellcasting check at the start of their turn or stand agape, staring at unseen images.



**"Look deeply into this crystal, and glimpse
the wonders the spirits have shown me..."
-Mazzim the Mesmerist**