



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 10 feet 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