

Spell Guard Mage <i>Medium humanoid (any race), any lawful alignment</i>						
Armor Class 11 (14 with mage armor) Hit Points 27 (6d8) Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
8 (-1)	12 (+1)	10 (+0)	17 (+3)	14 (+2)	12 (+1)	
Saving Throws Int +5, Wis +4 Skills Arcana +5, History +5, Insight +4, Investigation +5 Perception +4, Survival +4 Senses passive perception 14 Languages any four Challenge 3 (700 XP)						
Penetrating Missiles. Any use a magic missile or missile salvo ability by a spell guard mage cannot be stopped by a shield spell. Spellcasting. The spell guard mage is a 6 th level spellcaster. Its spellcasting ability is Intelligence (spell save DC13, +5 to hit with spell attacks). The spell guard has the following wizard spells prepared: Cantrips (at will): Acid Splash, Fire Bolt, Mage Hand, Shocking Grasp 1 st level (4 slots): Detect Magic False Life, Magic Missile, Mage Armor, 2 nd level (3 slots): Hold Person, Misty Step, See invisible 3 rd level (3 slots): Counterspell, Dispel Magic, Fly ACTIONS						
Missile Salvo (Recharge 4-6). One creature within line of sight of the spell guard mage's choice within 120 feet of it is targeted by a 1 st level magic missile spell. The use if this ability does not count against the spell guard mage's spell slots and cannot be cast at a level higher than 1 st , without using spell slots to do so. It also, unlike a normally cast magic missile must target only a single creature with all its darts (see core rulebooks for spell details) Quarterstaff. Melee Weapon Attack +1 to hit, reach 5ft, one target. Hit 2 (1d6 -1) bludgeoning damage or Hit 3 (1d8 -1) bludgeoning damage if using two hands.						
REACTIONS						
Innate Shield. The spell guard mage can innately cast the Shield spell, without using any spell slots or the need to prepare the spell.						

Spell Guard Mages are a specially trained order of wizards that were formed to investigate and deal with magical threats, namely other spell users. Most educational and archival institutions that deal with the craft or collecting of arcana use the services of members of the spell guard order. The spell guard mages ensure that the magically gifted and mundane alike are safeguarded from the darker sides of craft and wizardry.