

# Archmage Theodric Vane

**Class:** Wizard 18 **Race:** Human (Weohstan) **Background:** Sage **Alignment:** Lawful Good  
**Age:** 74 **Gender:** Male **Height:** 5'10" **Weight:** 165 lbs

<b>13</b> Armor Class	<b>126</b> Hit Points	<b>30 ft</b> Speed	<b>+2</b> Initiative	<b>+6</b> Prof. Bonus	<b>20</b> Passive Perc.
<b>STR 10</b> +0	<b>DEX 14</b> +2	<b>CON 14</b> +2	<b>INT 22</b> +6	<b>WIS 18</b> +4	<b>CHA 14</b> +2

## Saving Throws

- +0 Strength
- +2 Dexterity
- +2 Constitution
- +12 Intelligence
- +10 Wisdom
- +2 Charisma

## Skills

- +2 Acrobatics (DEX)
- +4 Animal Handling (WIS)
- +12 Arcana (INT)
- +0 Athletics (STR)
- +2 Deception (CHA)
- +12 History (INT)
- +10 Insight (WIS)
- +2 Intimidation (CHA)
- +6 Investigation (INT)
- +4 Medicine (WIS)
- +6 Nature (INT)
- +10 Perception (WIS)
- +2 Performance (CHA)
- +2 Persuasion (CHA)
- +6 Religion (INT)
- +2 Sleight of Hand (DEX)
- +2 Stealth (DEX)
- +4 Survival (WIS)

## Spellcasting

**Class:** Wizard **Spell Save DC:** 20 **Spell Attack:** +12

1st Level 4 slots	2nd Level 3 slots	3rd Level 3 slots	4th Level 3 slots	5th Level 3 slots	6th Level 1 slots	7th Level 1 slots	8th Level 1 slots	9th Level 1 slots
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## Cantrips

Fire Bolt, Mage Hand, Message, Minor Illusion, Prestidigitation

## Level 1 Spells

Detect Magic, Mage Armor, Shield, Thunderwave

## Level 2 Spells

Detect Thoughts, Hold Person, Misty Step, Suggestion

## Level 3 Spells

Counterspell, Dispel Magic, Fireball, Fly

## Level 4 Spells

Arcane Eye, Banishment, Greater Invisibility, Polymorph

## Level 5 Spells

Scrying, Telekinesis, Wall of Force

## Level 6 Spells

Chain Lightning, True Seeing

## Level 7 Spells

Forcecage, Simulacrum

## Level 8 Spells

Antimagic Field, Mind Blank

## Level 9 Spells

Foresight, Time Stop

## Features & Traits

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### Portent (3 dice)

After a long rest, roll three d20s (Greater Portent). Replace any attack roll, saving throw, or ability check by a visible creature with one of these rolls. Each die can be used once.

### Expert Divination

When casting a divination spell of 2nd level or higher, regain one expended spell slot of a level lower than the slot used (max 5th level).

### The Third Eye

Once per short rest, gain one of: darkvision 60 ft., see invisible creatures within 10 ft., read any language, or see into the Ethereal Plane within 60 ft.

### Spell Mastery

Can cast Detect Magic (1st level) and Misty Step (2nd level) at will without expending a spell slot, at their lowest levels.

### Signature Spell

Can cast Scrying once per short rest without expending a spell slot.

### War Caster

Advantage on CON saves to maintain concentration. Can perform somatic components with hands full. Can cast spells as opportunity attacks.

### Legendary Resistance (2/day)

HOME BREW: If Theodric fails a saving throw, he can choose to succeed instead. Remove if strict RAW is preferred.

## Equipment

Item	Qty	Notes
Staff of the Magi	1	Attuned
Ring of Protection	1	+1, attuned
Robe of the Archmagi	1	Gray, attuned
Amulet of Health	1	
Spellbook	1	

## Personality

Personality Traits	Ideals
Calm to the point of unnerving. Does not raise his voice. Never needs to.	Understanding arcane magic is its own form of stewardship.
Bonds	Flaws
The Conclave is imperfect, but the alternative to institutional magic is catastrophe.	He sometimes forgets that most people cannot absorb the full weight of what he knows, and tells them anyway.

## Languages & Proficiencies

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**Languages:** Common, Elvish, Draconic, Dwarvish, Primordial, Sylvan, Undercommon

**Distinguishing Features:** 74 years old, visibly aged. Carries himself with the calm of someone who has been the most powerful person in any given room for decades.

## Backstory

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Theodric Vane has sat on the Conclave for thirty-one years. He was Master of the White Robes for eleven of those years before stepping back -- not because he was pushed out, but because he concluded that administration was consuming time better spent on what he considers the actual work: understanding arcane magic and ensuring it serves rather than harms. He is 74 years old. He looks it. He is also one of the most dangerous individuals in the Settled Lands, and he knows this about himself with the calm that comes from decades of being the most powerful person in any given room.