Human – Wizard

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Uncommon | *Medium* | *Neutral* | *Humanoid*

These are typical NPC wizards. They may be engaged in personal business, gathering materials, or traveling.

Armor Class	Hit Points	Move
10	4 *(1 Hit Dice)*	walk 60 ft
Appearing	1d8	
Habitat	Any	
Negotiation	yes	
Morale DC	9	
Challenge	0.7 (210 XP per monster)	

Ability Scores

STR	DEX	CON	INT	WIS	CHA
0	1	0	0	0	0

Combat

Has 1 attack. Damage: Staff. 1d8 or by weapon

Special Attacks

Spell Caster. Wizards cast spells at 3rd level with 9 mana

Treasure

Individual: 2d8 gp

Lair: 1d6×1,000 cp (25%), 1d6×1,000 sp (30%), 1d10×1,000 gp (40%), 1d4×100 pp (25%), 4d10 gems (60%), 3d10 jewelry (50%), 3 magic items (30%)