

The Unremarkable Scholar

Medium humanoid (half-elf), Wizard (School of Conjuration)

Armor Class: 11

Hit Points: 32

Speed: 30ft

STR	DEX	CON	INT	WIS	CHA
9	11	13	18	11	14
(-1)	(+0)	(+1)	(+4)	(+0)	(+2)

Skills: Arcana +7, History +7, Insight +3, Intimidation +5, Investigation +7, Persuasion +5

Saving Throws: INT +7, WIS +3

Spellcasting. The Scholar is a 6th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The Scholar has the following wizard spells prepared:

Cantrips (at will): *Mind Sliver*, *Poison Spray*, *Prestidigitation*, *Shocking Grasp*

Level 1 (4 slots): *Detect Magic*, *Shield*, *Unseen Servant*

Level 2 (3 slots): *Flock of Familiars*, *Mind Spike*, *Misty Step*, *See Invisibility*, *Web*

Level 3 (2 slots): *Sleet Storm*, *Thunder Step*

Benign Transposition. You can use your action to teleport up to 30 ft. to an unoccupied space that you can see, or you can choose to swap places with a willing Small or Medium creature within range. Once you use this feature, you can't use it again until you finish a long rest, or you cast a conjuration spell of 1st level or higher.

Minor Conjuration. You can use your action to conjure up an inanimate object (no larger than 3 ft. on a side and no more than 10 lb.) in your hand or in an unoccupied space that you can see within 10 ft. of you. The object disappears after 1 hour, when you use this feature again, or if it takes or deals any damage.

The Former Business Partner

Medium humanoid (dwarf), Bard (College of Whispers)

Armor Class: 12

Hit Points: 45

Speed: 25ft

STR	DEX	CON	INT	WIS	CHA
9	13	12	12	12	17
(-1)	(+1)	(+1)	(+1)	(+1)	(+3)

Skills: Deception +9, Insight +4, Investigation +2, Persuasion +6, Persuasion +9, Sleight of Hand +4

Saving Throws: DEX +4, CHA +6

Spellcasting. The Former Business Partner is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The Business Partner has the following bard spells prepared:

Cantrips (at will): *Friends*, *Message*, *Prestidigitation*,

Level 1 (4 slots): *Disguise Self*, *Dissonant Whispers*, *Distort Value*, *Healing Word*,

Level 2 (3 slots): *Calm Emotions*, *Crown of Madness*, *Detect Thoughts*,

Level 3 (3 slots): *Catnap*, *Major Image*

Bardic Inspiration. As a bonus action, a creature within 60 ft. that can hear you gains an inspiration die (3/1d8). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

Tool Proficiencies: Smiths' Tool, Tinkers' Tools

Psychic Blades. When you hit a creature with a weapon attack, you can expend one use of your Bardic Inspiration to deal an extra 3d6 psychic damage to that target. You can do so only once per round on your turn.

Words of Terror. Once per short rest, you can speak to a humanoid alone for 1 minute and cause it to become frightened of you (or another creature of your choice) if it fails a WIS saving throw (DC 14) for 1 hour or until it or its allies are attacked or damaged. If the target succeeds, it is not aware you used this ability.

The Secretive Lover

Medium humanoid (Aasimar) Bard (College of Glamour)

Armor Class: 12

Hit Points: 33

Speed: 30ft

STR	DEX	CON	INT	WIS	CHA
9	12	11	14	11	18
(-1)	(+1)	(+0)	(+2)	(+0)	(+4)

Skills: Acrobatics +7, Deception +8, Investigation +5, Performance +10, Persuasion +7

Saving Throws: DEX +4, CHA +7

Spellcasting. The Lover is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The Lover has the following bard spells prepared:

Cantrips (at will): *Light, Mage Hand, Message, Prestidigitation*

Level 1 (4 Slots): *Charm Person, Cure Wounds, Disguise Self*

Level 2 (3 slots): *Calm Emotions, Gift of Gab, Invisibility, Knock*

Level 3 (3 slots): *Enemies Abound*

Bardic Inspiration. As a bonus action, grant a creature within 60 ft. that can hear you an inspiration die (3/1d8). For 10 minutes, it can add it to one ability check, attack roll, or saving throw after seeing the roll, but before knowing the outcome.

Countercharm. As an action, you can perform until the end of your next turn. During that time, you and any friendly creatures within 30 ft. that can hear you gain advantage on saving throws against being frightened or charmed.

Healing Hands. 1 per long rest as an action, touch a creature and restore 6 hit points.

Radiant Soul. 1 per long rest as an action, you can transform, gaining glimmering eyes and two incorporeal wings. For 1 minute or until you end it as a bonus action, you have a flying speed (30 ft.) and once per turn you can have one attack or spell deal 6 in additional radiant damage.

Mantle of Inspiration. As a bonus action, spend one use of Bardic Inspiration to grant 8 temporary HP to up to 4 creatures you can see and that can see you within 60 ft. Each creature can immediately use its reaction to move up to its speed, without provoking opportunity attacks.

Enthralling Performance. Once per short rest, you can choose 4 creatures that watched and listened to you perform for 1 minute. Each target makes a WIS saving throw (DC 15) and is charmed if it fails for 1 hour, or until it takes any damage, you attack it, or it sees you attack or damage its allies.

The Spouse

Medium humanoid (Elf), Cleric (domain of war)

Armor Class: 13

Hit Points: 39

Speed: 30ft

STR	DEX	CON	INT	WIS	CHA
10	14	12	10	16	13
(+0)	(+2)	(+1)	(+0)	(+3)	(+1)

Skills: Athletics +3, History +3, Intimidation +4
Perception +6, Religion +3

Saving Throws: WIS +6, CHA +4

Spellcasting. The Spouse is a 6th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The Spouse has the following cleric spells prepared:

Cantrips (at will): *Guidance, Sacred Flame, Spare the Dying, Word of Radiance*

Level 1 (4 Slots): *Bane, Cure Wounds, Detect Magic, Divine Favor, Guiding Bolt, Shield of Faith*

Level 2 (3 slots): *Hold Person, Lesser Restoration, Magic Weapon, Protection from Poison, Spiritual Weapon*

Level 3 (3 slots): *Crusaders' Mantle, Dispel Magic, Magic Circle, Spirit Guardians*

War Priest. When you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature 3 times per long rest.

Channel Divinity. You can channel divine energy twice per short rest

- **Turn Undead:** 1 Action
- **Guided Strike.** When you make an attack roll, you can gain a +10 bonus to the roll after the roll but before knowing the result.
- **Destroy Undead.** When an undead fails its saving throw against your Turn Undead feature, it is instantly destroyed if its CR is lower than the threshold for your level.
- **War God's Blessing.** When a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll (after the roll but before knowing the result).

Fey Ancestry. You have advantage on saves against being charmed, and magic can't put you to sleep.

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, 5(20)
ft *Hit:* 4 (1d4+2) piercing damage.

Valenar Elves worship their ancestors and are well-trained to become heroes worthy of worship for their descendants.

The Long-Lost Lovechild

Medium humanoid (human) Rogue (Thief)

Armor Class: 15

Hit Points: 33

Speed: 30ft

STR	DEX	CON	INT	WIS	CHA
10	18	11	13	10	13
(+0)	(+4)	(+0)	(+1)	(+0)	(+1)

Skills: Acrobatics +7, Deception +7, Investigation +7, Persuasion +4, Sleight of Hand +10, Stealth +7

Saving Throws: Strength +4, Dexterity +7

Sneak Attack. Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it) that isn't incapacitated) and you don't have disadvantage on the attack roll.

Thieves' Cant. You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly

normal conversation. It takes four times longer to convey than it does to speak the same idea plainly.

Cunning Action. You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

Fast Hands. You can use the bonus action granted by your Cunning Action to make a Sleight of Hand check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Artisan's Intuition. Due to your Dragonmark, Mark of Making, when you make an ability check with artisan's tools, roll 1d4 and add it to the result.

Maker's Gift. You know the cantrip *mending* and gain proficiency with 1 type of artisan's tools (Alchemist's Supplies)

Actions

Dagger. *Melee Weapon Attack:* +7 to hit, 5(20) ft *Hit:* 6 (1d4+4) piercing damage.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 8 (1d6+4) piercing damage.

The Veteran Train Conductor

Medium humanoid (orc), Monk (Way of the Open Hand)

Armor Class: 15

Hit Points: 39

Speed: 45ft

STR	DEX	CON	INT	WIS	CHA
12	18	13	12	12	9
(+1)	(+4)	(+1)	(+1)	(+1)	(-1)

Skills: Insight +4, Investigation +7,

Saving Throws: STR +4, DEX +7

Slow Fall. Reduce any falling damage, you take by 30 as a reaction.

Extra Attack. Attack twice when you take the Attack action.

Stunning Strike. After hitting with a melee attack, spend 1 Ki point to stun the target until the end of your next turn if it fails a CON saving throw (DC 12).

Ki-Empowered Strikes. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity.

Ki Points. 6 per short rest.

Actions

Dart. *Ranged Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 5 (1d4+3) piercing damage.

Unarmed Strike. *Melee Attack:* +6 to hit, reach 5 ft. *Hit:* 7 (1d6+3) piercing damage

Bonus Actions

Flurry of Blows. After the Attack action, spend 1 Ki point to make two more unarmed strikes as a bonus action.

Patient Defense. Spend 1 Ki point to take the Dodge action.

Step of the Wind. Spend 1 Ki point to take the Disengage or Dash action, and double your jump distance for the turn.

Unarmed Strike. After the Attack action, make one unarmed strike.

Relentless Endurance. When you are reduced to 0 HP but not killed, you can drop to 1 HP instead once per long rest.

Savage Attacks. When you score a critical hit, roll one of the dice an additional time and add it to the extra damage.

The Ice Queen

*Medium humanoid (human), Rogue (Assassin)/
Warlock*

Armor Class: 15

Hit Points: 33

Speed: 30ft

STR	DEX	CON	INT	WIS	CHA
10	18	11	13	12	14
(+0)	(+4)	(+0)	(+1)	(+1)	(+2)

Skills: Deception +5, Insight +7, Intimidation +8, Perception +4, Sleight of Hand +7, Stealth +7

Saving Throws: DEX +7, INT +4

Sneak Attack. Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it) that isn't incapacitated) and you don't have disadvantage on the attack roll.

Thieves' Cant. A secret mix of dialect, jargon, and code allows you to hide messages in

seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

Cunning Action. You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

Assassinate. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet, and any hit you score against a creature that is surprised is a critical hit.

Spellcasting. The Ice Queen is a 1st-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The Ice Queen has the following warlock spells prepared:

Cantrips (at will): *Eldritch Blast*, *Minor Illusion*

Level 1 (1 Slot): *Dissonant Whispers*, *Hellish Rebuke*

Actions

Dagger. *Melee Weapon Attack:* +7 to hit, 5(20) ft *Hit:* 6 (1d4+4) piercing damage.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 9 (1d8+4) piercing damage

Eldritch Blast. *Ranged Spell Attack:* +5 to hit, 120ft *Hit:* 1d10 force damage

The Loyal Retainer

Medium humanoid (changeling), Monk

Armor Class: 13

Hit Points: 33

Speed: 45ft

STR	DEX	CON	INT	WIS	CHA
10	16	10	12	11	16
(+0)	(+3)	(+0)	(+1)	(+0)	(+3)

Skills: Arcana +4, Deception +6, History +4, Investigation +4, Persuasion +6, Stealth +6

Saving Throws: STR +3, DEX +6

Change Appearance. As an action, the Loyal Retainer can transform their appearance to a humanoid creature they have seen before. They have advantage on any Deception check to avoid detection.

Shadow Arts. The Loyal Retainer can cast the *minor illusion* cantrip. As an action, they can spend 2 Ki points to cast *darkness*, *Darkvision*, *pass without trace*, or *silence* without material components.

Ki Points. 6 per short rest.

Actions

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 7 (1d6+3) piercing damage.

Dart. *Ranged Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 5 (1d4+3) piercing damage.

Unarmed Strike. *Melee Attack:* +6 to hit, reach 5 ft. *Hit:* 7 (1d6+3) piercing damage

Bonus Actions

Flurry of Blows. After the Loyal Retainer takes the Attack action, they can spend 1 Ki point to make two more unarmed strikes.

Patient Defense. They can spend 1 Ki point to take the Dodge action.

Shadow Step. When in dim light or darkness, the Loyal Retainer can teleport up to 60 ft to an unoccupied space they can see that is also in dim light or darkness. They then have advantage on the first melee attack before the end of the turn.

Step of the Wind. They can spend 1 Ki point to take the Disengage or Dash action, and their jump distance is doubled for the turn.

Unarmed Strike. When they use the Attack action with an unarmed strike or a monk weapon on your turn, they can make one unarmed strike as a bonus action.

Swarm of Chickens

Medium swarm of Tiny beasts, chaotic evil

Armor Class 12

Hit Points 24 (7d8 - 7)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6	14	8	3	12	6
(-1)	(+2)	(-1)	(-4)	(+1)	(-2)

Skills: Intimidation +2

Condition Immunities: Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

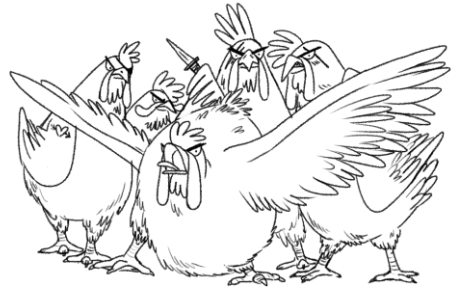
Languages --

Challenge 1/4 (50 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain hit points or gain temporary hit points.

Actions

Beaks. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.



Swarm of Bees

Large swarm of tiny beasts, unaligned

Armor Class 14

Hit Points 45 (6d8 +1)

Speed 15ft crawl 45ft fly

STR	DEX	CON	INT	WIS	CHA
3	18	12	4	8	5
(-4)	(+4)	(+1)	(-3)	(-1)	(-3)

Condition Immunities: Charmed, Frightened, Grappled, Paralyzed, Prone, Restrained, or Stunned

Damage Resistances Piercing, Slashing

Damage Vulnerabilities: Poison, Thunder

Senses Blindsight 10ft

Passive Perception 10

Challenge 1 (200XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain hit points or gain temporary hit points.

Actions

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (4d4) piercing damage, and target must make a DC 12 Constitution Save or take 5 (2d4) poison damage.