

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.