

## 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.