

MINSTREL

Medium • Humanoid • Any Alignment

Armor Class 12

Hit Points 23 (5d8)

Speed 30 ft.

Initiative +1 (11)



STR

10 (+0)

DEX

13 (+1)

CON

10 (+0)

INT

11 (+0)

WIS

13 (+1)

CHA

14 (+2)

Skills Insight +3, Performance +6, Persuasion +4

Gear dagger, leather, lute

Senses passive Perception 11

Languages Common plus two languages

CR 1/2 (XP 100; PB +2)

Counter Charm. While in a 10-foot emanation originating from the minstrel, allied creatures don't have advantage against being charmed.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3, reach 5 ft. or range 20/60 ft. *Hit:* 3 (1d4 + 1) piercing damage.

High Note. *Constitution Saving Throw:* DC 12, one creature within 30 feet of the minstrel that it can see. *Failure:* 7 (2d6) thunder damage, and the target is deafened until the end of its next turn. *Success:* Half damage.

MINSTREL — WEAKER

Armor Class 11

Hit Points 4 (1d8)

Speed 30 ft.

Initiative +0 (10)

STR

10 (+0)

DEX

11 (+0)

CON

10 (+0)

INT

11 (+0)

WIS

11 (+0)

CHA

13 (+1)

Skills Insight +2, Performance +3, Persuasion +3

Gear dagger, leather, lute

Senses passive Perception 10

Languages Common plus two languages

CR 0 (XP 10; PB +2)

Counter Charm. While in a 5-foot emanation originating from the minstrel, allied creatures don't have advantage against being charmed.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +2, reach 5 ft. or range 20/60 ft. *Hit:* 2 (1d4) piercing damage.

High Note. *Constitution Saving Throw:* DC 11, one creature within 30 feet of the minstrel that it can see. *Failure:* 1 thunder damage, and the target is deafened until the end of its next turn. *Success:* Half damage.

Spellcasting. The minstrel casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 12):

At will: *minor illusion, thaumaturgy*

1/day: *charm person, comprehend languages, heroism, hideous laughter*

REACTIONS

Distract (2/Day). *Trigger:* A creature within 30 feet of the minstrel makes an attack roll, ability check, or saving throw. *Response:* The target makes the roll with disadvantage.



Spellcasting. The minstrel casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 11):

At will: *minor illusion, thaumaturgy*

1/day: *charm person, comprehend languages*

REACTIONS

Distract (1/Day). *Trigger:* A creature within 15 feet of the minstrel makes an attack roll, ability check, or saving throw. *Response:* The target makes the roll with disadvantage.

MINSTREL — STRONGER

Armor Class 14

Initiative +3 (13)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	13 (+1)	15 (+2)	16 (+3)

Saving Throws Int +3, Wis +4, Cha +5

Skills Insight +3, Performance +6, Persuasion +4

Gear dagger, leather, lute

Senses passive Perception 12

Languages Common plus two languages

CR 3 (XP 700; PB +2)



Counter Charm. While in a 15-foot emanation originating from the minstrel, allied creatures don't have advantage against being charmed.

ACTIONS

Multiattack. The minstrel makes two Dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5, reach 5 ft. or range 20/60 ft. *Hit:* 3 (1d4 + 1) piercing damage plus 7 (2d6) thunder damage.

High Note. *Constitution Saving Throw:* DC 12, one creature within 30 feet of the minstrel that it can see. *Failure:* 22 (4d10) thunder damage, and the target is deafened until the end of its next turn. *Success:* Half damage.

Spellcasting. The minstrel casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 12):

At will: *comprehend languages*, *minor illusion*, *thaumaturgy*

2/day: *charm person*, *heroism*, *hideous laughter*, *shatter*

REACTIONS

Distract (3/Day). *Trigger:* A creature within 60 feet of the minstrel makes an attack roll, ability check, or saving throw. *Response:* The target makes the roll with disadvantage.