Archer

Name	Size	Type	Alignment
Archer	Medium	Humanoid (any race)	any alignment

AC 16 (studded leather)

HP 75 (10d8+30) **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11	18	16	11	13	10
+0	+4	+3	+0	+1	+0

Senses

Passive Perception	Challenge	XP
15	3	700

Languages any 1 language (usually Common)

Traits

Skills Acrobatics +6, Perception +5

Features

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Actions

Multiattack. The archer makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Longbow. *Ranged Weapon Attack.* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Bard

Name	Size	Type	Alignment
Bard	Medium	Humanoid (any race)	any alignment

AC 15 (chain shirt)

HP 44 (8d8+8) **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11	14	12	10	13	14
+0	+2	+1	+0	+1	+2

Senses

Passive Perception	Challenge	XP
15	2	450

Languages any 2 languauges

Traits

Saving Throws Dex+4, Wis +3
Skills Acrobatics +4, Perception +5, Performance +6

Features

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, healing word, heroism, sleep*
2nd level (3 slots): *invisibility, shatter*

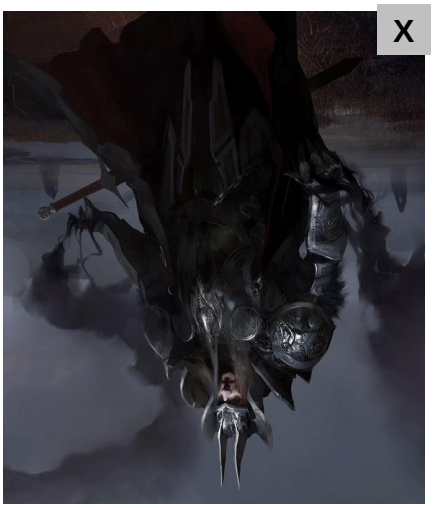
Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extr 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/Day). the bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

Actions

Shortsword. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Shortbow. *Ranged Weapon Attack.* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.



Blackguard

Name	Size	Type	Alignment
Blackguard	Medium	Humanoid (any race)	any alignment

AC 18 (plate)

HP 153 (18d8+72) **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18	11	18	11	14	15
+4	+0	+4	+0	+2	+2

Senses

Passive Perception	Challenge	XP
12	8	3,900

Languages any 1 language (usually Common)

Traits

Saving Throws Wis +5, Cha +5
Skills Athletics +7, Deception +5, Intimidation +5

Features

Spellcasting. The bard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command, protection from evil and good, thunderous smite*
2nd level (3 slots): *branding smite, find steed*
3rd level (2slots): *blinding smite, dispel magic*

Actions

Multiattack. The blackguard make three attacks with its glaive or its shortbow.

Glaive. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) slashing damage.

Shortbow. *Ranged Weapon Attack.* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest): The blackguard exudes magical menace. Each enemy within 30 of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.