

# Enchanter

Medium, Humanoid (Spellcaster), Any Alignment

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**ARMOR CLASS**

13

**HIT POINTS**

88 (16d8 + 16)

**CHALLENGE**

5 | 1,800 XP

**PROFICIENCY**

+3

<b>Speed</b>	Walk 30 ft.
<b>Initiative</b>	+3
<b>Saving Throws</b>	Cha +6, Int +7, Wis +5
<b>Skills</b>	Arcana +7, Deception +6, Persuasion +6
<b>Damage Resistances</b>	Psychic
<b>Condition Immunities</b>	Charmed
<b>Senses</b>	Passive Perception 12
<b>Passive Perception</b>	12
<b>Languages</b>	Common plus three languages

**STR**

8

-1

**DEX**

16

+3

**CON**

12

+1

**INT**

18

+4

**WIS**

14

+2

**CHA**

16

+3

## Traits

**Mesmeric Presence.** A creature Charmed by the enchanter has Disadvantage on Wisdom saving throws against the enchanter.

**Silver Tongue.** The enchanter has Advantage on Charisma checks made to delay, distract, or redirect a hostile creature.

## Actions

**Charming Bolt.** Ranged Spell Attack: +7, range 90 ft. Hit: 22 (4d8 + 4) Psychic damage.

**Compelling Word (Recharge 5-6).** Wisdom Saving Throw: creatures of the enchanter choice within 30 feet. Failure: 31 (7d8) Psychic damage and the target is Charmed until the end of its next turn. Success: Half damage.

## Bonus Actions

**Graceful Withdrawal.** The enchanter moves up to 15 feet without provoking Opportunity Attacks from Charmed creatures.

## Reactions

**Honeyed Deflection.** When hit by an attack from a creature that can hear the enchanter, the enchanter adds 3 to AC against the attack, potentially causing it to miss.

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