

# Noble Prodigy

Small, Humanoid (Noble), Any Alignment

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**ARMOR CLASS**

17

**HIT POINTS**

153 (18d6 + 90)

**CHALLENGE**

10 | 5,900 XP

**PROFICIENCY**

+4

**Speed** Walk 30 ft.

**Initiative** +4

**Saving Throws** Cha +10, Dex +8, Int +9, Wis +7

**Skills** History +9, Insight +7, Deception +10, Persuasion +10

**Damage Resistances** Psychic

**Condition Immunities** Charmed

**Senses** Passive Perception 13

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**Languages** Common plus four languages

**STR**

8

-1

**DEX**

18

+4

**CON**

20

+5

**INT**

20

+5

**WIS**

16

+3

**CHA**

22

+6

## Traits

**Court-Taught Genius.** The prodigy has Advantage on Intelligence and Charisma checks made in social encounters, negotiations, or intrigue.

**Untouchable Station.** The first attack roll made against the prodigy each round is made with Disadvantage if the attacker can hear the prodigy speak.

## Actions

**Multiattack.** The prodigy makes two Silver Needle attacks or two Cutting Edict attacks.

**Silver Needle.** Melee or Ranged Attack Roll: +8, reach 5 ft. or range 30/90 ft. Hit: 13 (2d8 + 4) Piercing damage plus 13 (3d8) Psychic damage.

**Cutting Edict.** Ranged Spell Attack: +10, range 90 ft. Hit: 28 (5d8 + 6) Psychic damage.

**Commanding Revelation (Recharge 5-6).** Wisdom Saving Throw: creatures of the prodigy choice within 30 feet. Failure: 54 (12d8) Psychic damage and the target cannot take Reactions until the end of its next turn. Success: Half damage.

## Bonus Actions

**Perfect Exit.** The prodigy moves up to half its Speed without provoking Opportunity Attacks.

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## Reactions

**Brilliant Retort.** When a creature misses the prodigy with an attack, the prodigy deals 9 (2d8) Psychic damage to that creature if it can hear the prodigy.

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