



MAESTRO

Whether scholar, skald, or scoundrel, a bard weaves magic through words and music to inspire allies, demoralize foes, manipulate minds, create illusions, and even heal wounds. Of all the bards, the greatest of their kind are the maestros who are to bards as archmages are to wizards.

MAESTRO

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 76 (17d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	14 (+2)	12 (+1)	20 (+5)

Saving Throws Dex +6, Cha +7

Skills Acrobatics +6, Deception +11, History +5, Intimidation +8, Perception +7, Performance +11, Persuasion +8, Stealth +9

Senses passive Perception 17

Languages any three languages (usually Common)

Challenge 6 (2,300 XP)

Spellcasting. The maestro is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). it has the following bard spells prepared:

Cantrips (at will): *friends*, *light*, *minor illusion*, *vicious mockery*
 1st Level (4 slots): *charm person*, *disguise self*, *healing word*, *silent image*
 2nd Level (3 slots): *calm emotions*, *lesser restoration*, *shatter*, *suggestion*
 3rd level (3 slots): *invisibility*, *major image*, *nondetection*, *slow*
 4th level (3 slots): *dimension door*, *greater invisibility*, *hallucinatory terrain*

5th level (2 slots): *legend lore*, *mislead*, *seeming*

6th level (1 slot): *irresistible dance*

7th level (1 slot): *project image*

8th level (1 slot): *power word stun*

9th level (1 slot): *power word heal*

Song of Rest. The maestro can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d12 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The maestro can confer this benefit on itself as well.

Actions

Multiattack. The maestro makes two attacks with its rapier.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Reactions

Cutting Words (5/Long Rest). When a creature that the maestro can see within 60 feet of it makes an attack roll, ability check, or damage roll, the maestro can roll a d12 and subtract the number rolled from the creature's roll. The maestro can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear the maestro or if it is immune to being charmed.