

## The Loyal Retainer

Medium humanoid (changeling), Monk

Armor Class: 13

Hit Points: 33

Speed: 45ft

STR	DEX	CON	INT	WIS	CHA
10	16	10	12	11	16
(+0)	(+3)	(+0)	(+1)	(+0)	(+3)

**Skills:** Arcana +4, Deception +6, History +4, Investigation +4, Persuasion +6, Stealth +6

**Saving Throws:** STR +3, DEX +6

**Change Appearance.** As an action, the Loyal Retainer can transform their appearance to a humanoid creature they have seen before. They have advantage on any Deception check to avoid detection.

**Shadow Arts.** The Loyal Retainer can cast the *minor illusion* cantrip. As an action, they can spend 2 Ki points to cast *darkness*, *Darkvision*, *pass without trace*, or *silence* without material components.

**Ki Points.** 6 per short rest.

### Actions

**Dagger.** *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 7 (1d6+3) piercing damage.

**Dart.** *Ranged Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 5 (1d4+3) piercing damage.

**Unarmed Strike.** *Melee Attack:* +6 to hit, reach 5 ft. *Hit:* 7 (1d6+3) piercing damage

### Bonus Actions

**Flurry of Blows.** After the Loyal Retainer takes the Attack action, they can spend 1 Ki point to make two more unarmed strikes.

**Patient Defense.** They can spend 1 Ki point to take the Dodge action.

**Shadow Step.** When in dim light or darkness, the Loyal Retainer can teleport up to 60 ft to an unoccupied space they can see that is also in dim light or darkness. They then have advantage on the first melee attack before the end of the turn.

**Step of the Wind.** They can spend 1 Ki point to take the Disengage or Dash action, and their jump distance is doubled for the turn.

**Unarmed Strike.** When they use the Attack action with an unarmed strike or a monk weapon on your turn, they can make one unarmed strike as a bonus action.