

## The Veteran Train Conductor

*Medium humanoid (orc), Monk (Way of the Open Hand)*

Armor Class: 15

Hit Points: 39

Speed: 45ft

STR	DEX	CON	INT	WIS	CHA
12	18	13	12	12	9
(+1)	(+4)	(+1)	(+1)	(+1)	(-1)

**Skills:** Insight +4, Investigation +7,

**Saving Throws:** STR +4, DEX +7

**Slow Fall.** Reduce any falling damage, you take by 30 as a reaction.

**Extra Attack.** Attack twice when you take the Attack action.

**Stunning Strike.** After hitting with a melee attack, spend 1 Ki point to stun the target until the end of your next turn if it fails a CON saving throw (DC 12).

**Ki-Empowered Strikes.** Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity.

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

### Actions

**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 Attack action, spend 1 Ki point to make two more unarmed strikes as a bonus action.

**Patient Defense.** Spend 1 Ki point to take the Dodge action.

**Step of the Wind.** Spend 1 Ki point to take the Disengage or Dash action, and double your jump distance for the turn.

**Unarmed Strike.** After the Attack action, make one unarmed strike.

**Relentless Endurance.** When you are reduced to 0 HP but not killed, you can drop to 1 HP instead once per long rest.

**Savage Attacks.** When you score a critical hit, roll one of the dice an additional time and add it to the extra damage.