

## The Scholar

Medium humanoid (half-elf), Wizard (School of Conjuration)

Armor Class: 11

Hit Points: 32

Speed: 30ft

STR	DEX	CON	INT	WIS	CHA
9	11	13	18	11	14
(-1)	(+0)	(+1)	(+4)	(+0)	(+2)

**Skills:** Arcana +7, History +7, Insight +3, Intimidation +5, Investigation +7, Persuasion +5

**Saving Throws:** INT +7, WIS +3

**Spellcasting.** The Scholar is a 6th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The Scholar has the following wizard spells prepared:

Cantrips (at will): *Mind Sliver*, *Poison Spray*, *Prestidigitation*, *Shocking Grasp*

Level 1 (4 slots): *Detect Magic*, *Shield*, *Unseen Servant*

Level 2 (3 slots): *Flock of Familiars*, *Mind Spike*, *Misty Step*, *See Invisibility*, *Web*

Level 3 (2 slots): *Sleet Storm*, *Thunder Step*

**Benign Transposition.** You can use your action to teleport up to 30 ft. to an unoccupied space that you can see, or you can choose to swap places with a willing Small or Medium creature within range. Once you use this feature, you can't use it again until you finish a long rest, or you cast a conjuration spell of 1st level or higher.

**Minor Conjuration.** You can use your action to conjure up an inanimate object (no larger than 3 ft. on a side and no more than 10 lb.) in your hand or in an unoccupied space that you can see within 10 ft. of you. The object disappears after 1 hour, when you use this feature again, or if it takes or deals any damage.