

SARAIA VEILTHORN

Medium humanoid (human), chaotic neutral

Armor Class: 15 (studded leather)

Hit Points: 52 (8d8 + 16)

Speed: 40 feet

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

Saving Throws: Dexterity +5, Charisma +5

Skills: Stealth +7, Sleight of Hand +5, Deception +5, Insight +3, Persuasion +5

Condition Immunities: Charmed

Senses: Passive Perception 11

Languages: Common, Elvish, Thieves' Cant

Challenge: 4 (1,100 XP)

TRAITS

Cunning Action. Saraia can take the Dash, Disengage, or Hide action as a bonus action on each of her turns.

Assassin's Instinct. She has advantage on attack rolls against creatures that haven't taken a turn yet in combat.

Dirty Tricks (Recharge 5–6). Saraia exploits her environment with ruthless precision. She can use one of the following effects as a bonus action, if the terrain allows:

- **Blinding Embers:** Near fire or coals, she kicks burning ash into a foe's face. A creature within 5 feet must succeed on a DC 12 Constitution saving throw or be blinded until the end of its next turn.
- **Tripwire Snap:** If being chased or in a confined space, she triggers a hidden wire. One creature within 10 feet must make a DC 13 Dexterity saving throw or take 1d6 damage and fall prone.
- **Ledge Shove:** If fighting on unstable ground or near a drop, she unbalances a prone enemy. If the creature is prone and within 5 feet of a ledge, it must succeed on a DC 14 Strength saving throw or fall.

Poisonblade (1/Short Rest). Once per short rest, Saraia can coat her dagger with venom. For 1 minute, her dagger deals an additional 2d6 poison damage on hit. A creature damaged by the poison must succeed on a DC 13 Constitution saving throw or take half damage.

ACTIONS

Multiattack. Saraia makes two melee attacks.

Shadowfang Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 6 (1d8 + 2) piercing damage. If Poisonblade is active, the attack deals an additional 7 (2d6) poison damage.

BONUS ACTIONS

Cunning Action (Dash, Disengage, or Hide)

REACTIONS

Uncanny Dodge. When a creature Saraia can see hits her with an attack, she can halve the damage.

