Ildra Duskdancer

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https://www.dndbeyond.com/monsters/3844624-ildra-duskdancer



Medium Humanoid, Lawful Neutral

Armor Class 17 Plate Armor Hit Points 72 (8d8 + 36) Speed 30 ft.

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

Saving Throws DEX +7, INT +4

Skills Acrobatics +6, Stealth +6

Senses Passive Perception 15

Languages Common, Elvish

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Fancy Footwork. During their turn, if they hit a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of their turn.

Evasion. When she is subjected to an effect that allows her to make a DEX saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Improved Sneak Attack. Ildra doesn't need advantage on the attack roll to use their Sneak Attack against a creature if she is within 5 ft. of it, and no other creatures are within 5 ft. of her. If these conditions are met, on her first strike on her enemy she deals an additional 4d6 damage to the target.

Actions

Multi-Attack. Ildra can make 2 melee attacks a turn.

Freezing Shortsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 8 (1d6 + 5) <u>Slashing Damage</u> and an additional 3 (1d6) <u>Cold Damage</u>.

Blazing Shortsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 8 (1d6 + 5) Slashing Damage and an additional 3 (1d6) Fire Damage.

Bonus Actions

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

Reactions

Uncanny Dodge. When an attacker that she can see hits her with an attack, she can use her reaction to halve the attack's damage.

The Crimson One's Blessing (Crimson Movement). After getting hit with a ranged attack Ildra can teleport in front of the creature that targeted her.