

# VEIL CONSORTIUM

## SMUGGLER

*Medium Humanoid (Veil Consortium), Neutral Evil,*  
*Level 3*

**Armor Class** 14 (Leather Armor)

**Hit Points** 39 (6d8 + 6)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	14 (+2)	12 (+1)	14 (+2)

**Saving Throws** Dex +5, Int +4

**Skills** Stealth +7, Sleight of Hand +5, Deception +4,  
Perception +3

**Damage Resistances** Psychic, Poison

**Condition Immunities** Charmed, Frightened

**Senses** Darkvision 60 ft., Passive Perception 13

**Languages** Common, Thieves' Cant

### ABILITIES

**Shadowstep.** When in dim light or darkness, the Veil Consortium Smuggler can use a bonus action to teleport up to 20 feet to an unoccupied space it can see within the same lighting conditions.

**Silent Executioner.** If the Smuggler makes a melee attack against a creature that hasn't acted yet in combat, the attack is made with advantage, and on a hit, the target takes an extra 1d6 damage.

**Vanishing Act (1/Short Rest).** As an action, the Smuggler can turn invisible until the end of its next turn or until it attacks.

### ACTIONS

**Multiattack.** The Veil Consortium Smuggler makes two melee attacks.

**Smuggler's Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.  
*Hit:* 9 (2d6 + 2) piercing damage plus 3 (1d6) poison damage.

**Silence Strike (Recharge 5-6).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
*Hit:* 10 (2d8 + 2) psychic damage, and the target is unable to speak or cast spells with verbal components until the end of its next turn.

### REACTIONS

**Shadow Reflexes.** When hit by an attack while in dim light or darkness, the Smuggler can use its reaction to halve the damage taken.

This version aligns with their role as stealthy black market operatives. Let me know if you want any tweaks!