

# SHADOWBLADE OPERATIVE

*Medium Humanoid (Veil Consortium), Lawful Evil,  
Level 4*

**Armor Class** 15 (Leather Armor)

**Hit Points** 52 (8d8 + 8)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	13 (+1)	15 (+2)

**Saving Throws** Dex +6, Int +4

**Skills** Stealth +8, Acrobatics +6, Perception +4,  
Deception +5

**Damage Resistances** Psychic, Necrotic

**Condition Immunities** Charmed, Frightened

**Senses** Darkvision 60 ft., Passive Perception 14

**Languages** Common, Thieves' Cant

## ABILITIES

**Shadowstep.** When in dim light or darkness, the Shadowblade Operative can use a bonus action to teleport up to 30 feet to an unoccupied space it can see within the same lighting conditions.

**Silent Executioner.** If the Shadowblade Operative 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 2d6 damage.

**Cloak of Shadows (1/Short Rest).** As an action, the Shadowblade Operative can turn invisible until the end of its next turn or until it attacks.

## ACTIONS

**Multiattack.** The Shadowblade Operative makes two melee attacks.

**Shadow Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target.

*Hit:* 10 (2d6 + 3) piercing damage plus 4 (1d8) necrotic damage.

**Silence Strike (Recharge 5-6).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 12 (2d8 + 3) 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 Shadowblade Operative can use its reaction to halve the damage taken.

This stat block provides a sneaky, deadly assassin with powerful ambush tactics, ideal for a Level 4 encounter. Let me know if you need tweaks!