

VEIL OF SHADOWS

Armor Class 16

Hit Points 90 (12d8 + 36)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	13 (+1)	14 (+2)	10 (+0)

Saving Throws STR +7, CON +6

Skills Athletics +7, Intimidation +3, Performance +3

Condition Immunities Exhaustion, Poison, Restrained

Senses Darkvision 60 ft., passive Perception 12

Languages Common plus any one language

Challenge 6 (2,300 XP)

Brave. Veil of Shadows has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when Veil of Shadows hits with it (included in the attack).

Reckless. At the start of his turn, Veil of Shadows can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Unarmored Defense. While Veil of Shadows is wearing no armor and wielding no shield, his AC includes his Constitution modifier.

Actions

Medium humanoid (tabaxi), lawful evil

Multiattack. Veil of Shadows makes two melee attacks.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if wielded with two hands.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Reactions

Parry. Veil of Shadows adds 3 to his AC against one melee attack that would hit him. To do so, Veil of Shadows must see the attacker and be wielding a melee weapon.

Legendary Actions

Veil of Shadows can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tabaxi regains spent legendary actions at the start of its turn.

Quick Step. Veil of Shadows moves up to his speed without provoking opportunity attacks.

Taunt. Veil of Shadows makes a sneering remark at one creature he can see within 30 feet of him, and that can hear him. Veil of Shadows makes a Performance (Charisma) check contested by the target's Wisdom saving throw. If Veil of Shadows wins the contest, the target has disadvantage on attack rolls against creatures other than Veil of Shadows.

Cleave (Costs 2 Actions). Veil of Shadows makes one battleaxe attack.

