

VAELIS THORSHIK

Medium humanoid (elf), neutral evil

Armor Class 16 (Shadow Leather)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	16 (+3)	13 (+1)	15 (+2)	12 (+1)

Saving Throws Dex +7, Wis +5

Skills Perception Acrobatics +7, Perception +5, Stealth +9, Survival +5

Damage Resistances Poison

Senses Darkvision 120 ft., passive Perception 15

Languages understands Common, Elvish, Undercommon

Challenge CR 4 (1,100 XP)

TRAITS

Fey Ancestry

Vaelis has advantage on saving throws against being charmed, and magic cannot put her to sleep.

Sunlight Sensitivity

While in sunlight, Vaelis has disadvantage on attack rolls and Wisdom (Perception) checks relying on sight.

Shadow Step (Recharge 5–6)

While in dim light or darkness, Vaelis teleports up to 30 feet to an unoccupied space she can see that is also in dim light or darkness. The next weapon attack made before the end of the turn has advantage and deals an extra 7 (2d6) necrotic damage.

Poison-Coated Weapons

Weapon attacks deal an additional 7 (2d6) poison damage. The target must succeed on a DC 14 Constitution saving throw or become Poisoned until the end of its next turn.

ACTIONS

Multiattack Vaelis makes two attacks with her longbow or shortwords.

Umbral Longbow Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target.

Hit: 9 (1d8 + 5) piercing damage plus Poison-Coated Weapons

Twin Shortwords Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 8 (1d6 + 5) piercing damage plus Poison-Coated Weapons.

BONUS ACTIONS

Cunning Action Vaelis takes the Dash, Disengage, or Hide action.

REACTIONS

Fade Into Shadow When a creature misses Vaelis with an attack while she is in dim light or darkness, she may immediately move up to half her speed without provoking opportunity attacks.

TACTICS

- Opens combat from stealth
- Prioritizes isolated spellcasters or ranged targets
- Uses Shadow Step constantly to reposition
- Rarely fights to the death
- Retreats if reduced below 25 HP

Vaelis Thorshik was born beneath the shattered vaults of the Underdark city of Val'Voryn, a place where status was measured not by honor, but by usefulness. Among the noble houses, failure was remembered longer than loyalty. Vaelis served House Thorshik as a scout and tracker—sent into the deep tunnels to hunt escaped prisoners, rival spies, and creatures that wandered too close to the city's borders. Precision mattered more than strength, and survival depended on silence. But during a surface raid, Vaelis disobeyed a direct order. Instead of executing a wounded traveler, they let the target escape. Mercy was seen as weakness. By the next cycle, Vaelis was stripped of rank, hunted by their own house, and forced into exile beyond the Underdark.

The surface world was no kinder. Feared by villagers and distrusted by travelers, Vaelis survived alone in the borderlands between ancient forests and forgotten ruins, taking work as a tracker, bounty hunter, and guide through territories most people refused to enter. Over time, the exile changed them. The rigid cruelty of the Underdark never fully disappeared, but neither did the memory of that single act of mercy. Now Vaelis walks between two worlds—belonging fully to neither. Some know the name as a whisper tied to poisoned arrows and vanished caravans. Others speak of a dark figure emerging from the trees to protect travelers from things far worse than bandits. Most never see Vaelis at all until the moment an arrow finds its mark.

