

Small Humanoid (Goblin, Ambusher), Any Alignment

AC		Init.		HP		Speed			CR			
15		+3 (13)		16 (3d6 + 6)		30 ft., Climb 20 ft.			1/2 (XP 100; PB +2)			
		MOD		SAVE					MOD			
STR		8		-1		DEX			16		+3	
INT		10		+0		WIS			10		+0	
									CON		14	
									CHA		8	
											+2	
											-1	

Skills Stealth +7

Gear Dagger, Scimitar

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Goblin

TRAITS

Backstab. When the assassin has advantage on their attack roll against a creature who isn't a Construct or an Undead, their attacks deal an extra 3 (1d6) damage and inflict a bleeding wound on the target that lasts until the bleeding creature regains at least 1 hit point. A bleeding creature loses 2 hit points for each bleeding wound they have at the start of their turn. Any creature who can reach the target can use an action to staunch all the target's wounds, ending the effect.

Crafty. The assassin doesn't provoke opportunity attacks when they move out of an enemy's reach.

ACTIONS

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Summon Shadows (1/Day). A 10-foot-radius sphere of magical darkness emanates from a point the assassin can see for 1 minute. The darkness spreads around corners. Except for the assassin, a creature with darkvision can't see through this darkness, and mundane light can't illuminate it. At the start of their turn, the assassin can move the darkness up to 30 feet to a point they can see (no action required). If the assassin takes damage, the effect ends.

BONUS ACTIONS

Sneak. The assassin takes the Hide action.