



# GOBLIN ASSASSIN

## GOBLIN ASSASSIN

Small humanoid (goblinoid), neutral evil

**Armor Class** 16 (studded leather)

**Hit Points** 82 (15d6 + 30)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	10 (+0)	14 (+2)

**Saving Throws** Dex +7, Con +5, Cha +5

**Skills** Acrobatics +10, Sleight of Hand +7, Stealth +10

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 7 (2,900 XP)

**Proficiency Bonus:** +3

Goblins are often exploited, ridiculed, and even outright slain by their larger so-called allies. To avoid that fate, sneaking around in the shadows has become second nature to them. Unlike those who want to avoid confrontation, the goblin assassins enter the shadows in order to strike first and hard. They've taken their size—what others see as their weakness—and turned it into their greatest strength. By blending into their surroundings, these vicious killers prefer to strike from a distance but have no qualms with slicing their targets down before slipping back into the darkness.

**Stealthy.** Goblin assassins leverage their size and skill in hiding to perfect their sneaking capabilities. They can even duck behind larger creatures to disappear in plain sight.

**Tactical.** While more aggressive and capable than the typical goblin, assassins are no fools. They know their size is a liability in combat and prefer to strike from a distance when possible or the shadows if not.

**Solitary.** Unable to stand their kin's sniveling and cowardly natures, goblin assassins tend to live solitary lives away from their tribe. They prefer working for stronger orc or ogre chieftains who pay better.

**Assassinate.** During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

**Evasion.** If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Naturally Stealthy.** The assassin can attempt to hide even when it is obscured only by a creature that is at least one size larger than itself.

**Nimble Escape.** The assassin can take the Disengage or Hide action as a bonus action on each of its turns.

**Sneak Attack.** The assassin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** The assassin makes three melee attacks or two ranged attacks.

**Scimitar.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

**Poison Dart.** Ranged Weapon Attack: +7 to hit, range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage plus 5 (1d10) poison damage.

**Shortbow.** Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 7 (1d6 + 4) piercing damage. swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement.