

Goblin Shadowbones

Small humanoid (goblinoid), Rogue 3 (assassin), neutral evil

Armour Class 14 (studded leather)

Hit Points 17 (5d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Saving Throws Dex +5, Int +3

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/2 (100 XP)

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

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

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

Sneak Attack (1/Turn). The Shadowbone 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 feet of an ally of the Shadowbone that isn't incapacitated and the Shadowbone doesn't have disadvantage on the attack roll.

Actions

Bone Daggers. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. The daggers are coated in Serpent Venom (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage. The arrowtips are coated in Serpent Venom (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Equipment

2 Bone daggers, a vial of serpent venom (6 uses per vial; 2 arrowtips per use), a pouch with 3d6 ep, and a separate pouch containing 2d4 humanoid eyeballs (a snack for later).

Background

Even though goblins must abide hobgoblin rule, they have kept some secrets. The Shadowblades are one of these secrets. They serve the ruling goblin leader. They are sent to met out punishment to the enemies of the goblin race.

They have red blotchy skin with black spots. Their sickly yellow eyes burn with hatred. They wear grey turbans with their bones daggers tucked into it. They wrapped their faces in grey cloth strips but their large, notched ears still stick out for all to see. They also prefer black hooded cloaks.