

Darkling

Small, Fey, Neutral Evil

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ARMOR CLASS

14

HIT POINTS

18 (4d6 + 4)

CHALLENGE

1/2 | 100 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +3

Saving Throws N/A

Skills Stealth +5, Perception +3

Damage Resistances Necrotic

Senses Darkvision 60 ft.; Passive Perception 13

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Languages Common, Sylvan

STR

8

-1

DEX

16

+3

CON

12

+1

INT

10

+0

WIS

12

+1

CHA

10

+0

Traits

Light-Sensitive. While in bright sunlight, the darkling has Disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Dying Flare. When the darkling is reduced to 0 Hit Points, creatures within 5 feet must succeed on a Constitution saving throw or be Blinded until the end of their next turn.

Actions

Shadow Dagger. Melee or Ranged Attack Roll: +5, reach 5 ft. or range 20/60 ft. Hit: 5 (1d4 + 3) Piercing damage plus 3 (1d6) Necrotic damage.

Bonus Actions

Dim Step. While in dim light or darkness, the darkling moves up to 10 feet without provoking Opportunity Attacks.

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CONTENT NOTICE

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