

Quickling

Tiny, Fey, Chaotic Evil

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ARMOR CLASS

16

HIT POINTS

24 (7d4 + 7)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Walk 80 ft.

Initiative +6

Saving Throws Dex +8

Skills Stealth +8, Acrobatics +8, Perception +3, Sleight Of Hand +8

Senses Darkvision 60 ft.; Passive Perception 13

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Languages Common, Sylvan

STR

6
-2

DEX

22
+6

CON

12
+1

INT

10
+0

WIS

12
+1

CHA

10
+0

Traits

Blurred Speed. Attack rolls against the quickling are made with Disadvantage unless the quickling is Incapacitated or its Speed is 0.

Cruel Flash. The quickling can move through the space of any creature larger than itself, but cannot end its movement there.

Actions

Multiattack. The quickling makes two Needle Blade attacks.

Needle Blade. Melee Attack Roll: +8, reach 5 ft. Hit: 8 (1d4 + 6) Piercing damage.

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Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

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