

SHADOWLING

Tiny • Fiend • Neutral Evil

Armor Class 11

Initiative +1 (11)

Hit Points 7 (3d4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	13 (+1)	10 (+0)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4, Stealth +5

Damage Resistances cold, fire, poison

Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 14

Languages understands Abyssal and Infernal but can't speak them

CR 1/8 (XP 25; PB +2)



Familiar. The shadowling can serve another creature as a familiar.

Magic Resistance. The shadowling has advantage on saving throws against spells and other magical effects.

Spider Climb. The shadowling can climb difficult surfaces, including along ceilings, without needing to make an ability check.

ACTIONS

Claw. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) slashing damage.

SHADOWLING — WEAKER

Armor Class 10

Initiative +0 (10)

Hit Points 3 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	7 (-2)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +2

Damage Resistances cold, fire, poison

Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 12

Languages understands Abyssal and Infernal but can't speak them

CR 0 (XP 10; PB +2)



Familiar. The shadowling can serve another creature as a familiar.

Magic Resistance. The shadowling has advantage on saving throws against spells and other magical effects.

Spider Climb. The shadowling can climb difficult surfaces, including along ceilings, without needing to make an ability check.

ACTIONS

Claw. *Melee Weapon Attack:* +2, reach 5 ft. *Hit:* 1 slashing damage.

Darkness (1/Day). The shadowling casts *darkness* (5-foot radius sphere), requiring no material components and using Charisma as the spellcasting ability.

BONUS ACTIONS

Shadow Stealth. While in dim light or darkness, the shadowling takes the Hide action.

Darkness (1/Day). The shadowling casts *darkness* (5-foot radius sphere), requiring no material components and using Charisma as the spellcasting ability.

BONUS ACTIONS

Shadow Stealth. While in dim light or darkness, the shadowling takes the Hide action.

SHADOWLING — STRONGER

Armor Class 12

Initiative +2 (12)

Hit Points 24 (7d4 + 7)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	12 (+1)	7 (-2)	13 (+1)	8 (-1)

Skills Perception +5, Stealth +6

Damage Resistances cold, fire, poison

Senses darkvision 120 ft. (unimpeded by magical darkness), passive Perception 15

Languages understands Abyssal and Infernal but can't speak them

CR 1 (XP 200; PB +2)



Familiar. The shadowling can serve another creature as a familiar.

Magic Resistance. The shadowling has advantage on saving throws against spells and other magical effects.

Spider Climb. The shadowling can climb difficult surfaces, including along ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The shadowling makes two Claw attacks.

Claw. Melee Weapon Attack: +4, reach 5 ft. *Hit:* 5 (1d6 + 2) slashing damage.

Darkness (2/Day). The shadowling casts *darkness* (10-foot radius sphere), requiring no material components and using Charisma as the spellcasting ability.

BONUS ACTIONS

Shadow Stealth. While in dim light or darkness, the shadowling takes the Hide action.