

## DEAD JESTER ASSASSIN

*Small or Medium • Humanoid • Non-Good*

**Armor Class** 18

**Initiative** +9 (19)

**Hit Points** 150 (20d8 + 60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	16 (+3)	14 (+2)	16 (+3)	17 (+3)

**Saving Throws** Dex +9, Wis +7, Cha +7

**Skills** Acrobatics +13, Deception +7, Perception +7, Performance +11, Sleight of Hands +9, Stealth +9

**Gear** dagger, disguise kit

**Senses** passive Perception 17

**Languages** Common, Thieves' cant plus two other languages

**CR** 10 (5,900 XP; PB +4)



**Dead Jester Weapon.** The assassin carries one specially designed dagger engraved with necromantic runes, which is designed in a way that its blade breaks off inside the wound once a target is hit with it. An affected creature can't regain any hit points and instead takes an equal amount of necrotic damage. Additionally, if the target dies, it can be resurrected only by a *true resurrection* or *wish* spell. The target or a creature within 5 feet of it can make a DC 20 Wisdom (Medicine) check as an action to remove the blade, ending the effect on a success.

**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.

**Jesterly Jumps.** Opportunity attacks against the assassin have disadvantage.

### ACTIONS

**Multiattack.** The assassin makes three Dagger attacks.

## DEAD JESTER ASSASSIN — WEAKER

*Small or Medium • Humanoid • Non-Good*

**Armor Class** 16

**Initiative** +7 (17)

**Hit Points** 110 (17d8 + 34)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	15 (+2)	13 (+1)	14 (+2)	15 (+2)

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

**Skills** Acrobatics +10, Deception +5, Perception +5, Performance +8, Sleight of Hands +7, Stealth +7

**Gear** dagger, disguise kit

**Senses** passive Perception 15

**Languages** Common, Thieves' cant plus two other languages

**CR** 7 (XP 2,900; PB +3)



**Dead Jester Weapon.** The assassin carries one specially designed dagger engraved with necromantic runes, which is designed in a way that its blade breaks off inside the wound once a target is hit with it. An affected creature can't regain any hit points and instead takes an equal amount of necrotic damage. Additionally, if the target dies, it can be resurrected only by a *true resurrection* or *wish* spell. The target or a creature within 5 feet of it can make a DC 15 Wisdom (Medicine) check as an action to remove the blade, ending the effect on a success.

**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.

**Jesterly Jumps.** Opportunity attacks against the assassin have disadvantage.

## ACTIONS

**Multiattack.** The assassin makes three Dagger attacks.

## DEAD JESTER ASSASSIN — STRONGER

*Small or Medium • Humanoid • Non-Good*

**Armor Class** 21

**Hit Points** 178 (21d8 + 84)

**Speed** 40 ft.

**Initiative** +11 (21)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	23 (+6)	18 (+4)	14 (+2)	18 (+4)	20 (+5)

**Saving Throws** Dex +11, Wis +9, Cha +9

**Skills** Acrobatics +16, Deception +9, Perception +9, Performance +16, Sleight of Hands +11, Stealth +11

**Gear** dagger, disguise kit

**Senses** passive Perception 19

**Languages** Common, Thieves' cant plus two other languages

**CR** 14 (XP 11,500; PB +5)

**Dead Jester Weapon.** The assassin carries one specially designed dagger engraved with necromantic runes, which is designed in a way that its blade breaks off inside the wound once a target is hit with it. An affected creature can't regain any hit points and instead takes an equal amount of necrotic damage. Additionally, if the target dies, it can be resurrected only by a *true resurrection* or *wish* spell. The target or a creature within 5 feet of it can make a DC 25 Wisdom (Medicine) check as an action to remove the blade, ending the effect on a success.

**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.

**Jesterly Jumps.** Opportunity attacks against the assassin have disadvantage.

## ACTIONS

**Multiattack.** The assassin makes three Dagger attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +7, reach 5 ft. or range 20/60 ft. *Hit:* 9 (2d4 + 4) piercing damage. The attack deals an extra 7 (2d6) piercing damage if the assassin has advantage on the attack roll, if the target is within 5 feet of one of the assassin's allies, or if the target is affected by an assassin's Vicious Mockery.

## BONUS ACTIONS

**Vicious Mockery.** The assassin casts the *vicious mockery* spell (spell save DC 13, 2d4 damage), using Charisma as spellcasting ability.

## REACTIONS

**Uncanny Dodge.** *Trigger:* The assassin takes damage from a creature it can see. *Response:* The assassin halves the damage.

**Trip.** *Trigger:* A creature within 5 feet of the assassin misses it with a melee attack. *Response:* The target is knocked prone and can't stand up until the end of its turn.



**Dagger.** *Melee or Ranged Weapon Attack:* +11, reach 5 ft. or range 20/60 ft. *Hit:* 13 (3d4 + 6) piercing damage. The attack deals an extra 17 (5d6) piercing damage if the assassin has advantage on the attack roll, if the target is within 5 feet of one of the assassin's allies, or if the target is affected by an assassin's Vicious Mockery.

## BONUS ACTIONS

**Vicious Mockery.** The assassin casts the *vicious mockery* spell (spell save DC 18, 4d4 damage), using Charisma as spellcasting ability.

## REACTIONS

**Uncanny Dodge.** *Trigger:* The assassin takes damage from a creature it can see. *Response:* The assassin halves the damage.

**Trip.** *Trigger:* A creature within 5 feet of the assassin misses it with a melee attack. *Response:* The target is knocked prone and can't stand up until the end of its turn.