

GREM

Small Goblin (Hacker/Rogue), Abyssal

Armor Class 13 (padded armor)

Hit Points 25 (4d6)

Speed 40 ft., burrow 5 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	8 (-1)	12 (+1)	10 (+0)	7 (-2)

Saving Throws Dex +4, Int +3

Skills Acrobatics +6, Deception +0, Sleight of Hand +4, Stealth +6

Damage Resistances necrotic

Senses blindsight 30 ft., darkvision 60 ft., truesight 10 ft., passive Perception 10

Languages Common, Goblin, Orc, Undercommon, understands Deep Speech

Challenge 1 (200 XP)

Abyssal Sense. Grem can sense all shaded/dark areas within a 30 foot radius. Grem can sense where these spaces are even if they are out of sight.

Brave. Grem has advantage on saving throws against being frightened.

Bug Walk. Grem can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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

Pack Tactics. Grem has advantage on an attack roll against a creature if at least one of Grem's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, Grem has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

System Override. Grem has advantage on perception, investigation and performance checks related to arcane locks, traps and systems.

ACTIONS

Magical Spike. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., two targets. *Hit:* 6 (1d8 + 2) piercing damage.

Abyssal Bamf. Grem magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see that is either shaded or in complete darkness (natural or magical). They can use this ability as long as they have legendary actions remaining.

Dark Cloud. Once per combat, Grem creates a 30 foot diameter cloud of magical darkness centered on a spot or object they can see. The cloud persists until it's next round or if it is dispelled by a player action.

Merc. Once per combat, Grem has advantage on attack rolls against a creature that hasn't taken a turn. Any hit Grem scores against a surprised creature is a critical hit.

BONUS ACTIONS

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

Pike Stabby Stab. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.