

INKLINGS



A peculiar species of fey, the Inklings resemble mischievous imps bearing brightly colored tentacles on their heads that resemble hair styles. They are considered a nuisance by many races due to their tendency to cause colossal messes with their ability to create and spread a messy, ink-like substance.

Turf War. Inklings of different colors participate in a sport known as a Turf War. Within a set time period, teams of Inklings will compete to cover the most ground in an area with their specific ink color.

INKLING SCOUT

Small fey, chaotic good

Armor Class 14 (natural armor)

Hit Points 130 (20d8 +40)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

Senses passive Perception 11

Languages Inkling

Challenge 4 (1100 XP)

Ability Modifiers: +2 Dex, +1 Cha

Colors. Inkling weapons all fire a specific ink color, designated by the color of its 'hair'. Inklings can manifest in the following colors: Magenta, orange, emerald, turquoise, blue, purple, yellow.

Ink. The Inkling relies on ink fired from its weapons for both attacks and quick transport. Ink attacks cover the ground in a gooey substance that is considered difficult terrain for creatures as well as Inklings of a different color, although it will not stick to metallic surfaces. Inklings are immune to damage from ink attacks of their own color. Ink can be removed either by water or spells that clean surfaces such as *Prestidigitation*.

Ink Swim. The Inkling can swim in ink of its own color splattered on the ground. When swimming in ink, the Inkling counts as hidden and can move at double speed, even up walls if they are covered in ink. The Inkling cannot swim in ink not its own color. As a bonus action, the Inkling can disengage from an opponent and dive into ink of its own color splattered on the ground.

Super Jump. As its movement action, the Inkling can launch itself into the air with incredible force to land in an adjacent square to an allied Inkling. The Inkling does not incur opportunity of attack when using the Super Jump.

Actions

Multiattack. The Inkling makes four ranged attacks.

Splattershot. *Ranged Weapon Attack.* +6 to hit, reach 30 ft., one target. Hit: 7 (1d8 +4) concussive damage. All squares in the path of the Splattershot's attack are covered in ink.

Burst Bomb. The Inkling throws a burst bomb at a point up to 40 feet away. Each creature within 20 feet must make a DC 15 Dexterity saving throw, taking 16 (5d6) concussive damage on a failed save, or half as much damage on a successful one. The 20 foot blast radius of the burst bomb is covered in ink.

INKLING SNIPER

Small fey, chaotic good

Armor Class 14 (natural armor)

Hit Points 130 (20d8 +40)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

Senses passive Perception 11

Languages Inkling

Challenge 4 (1100 XP)

Ability Modifiers: +2 Dex, +1 Cha

Colors. Inkling weapons all fire a specific ink color, designated by the color of its 'hair'. Inklings can manifest in the following colors: Magenta, orange, emerald, turquoise, blue, purple, yellow.

Ink. The Inkling relies on ink fired from its weapons for both attacks and quick transport. Ink attacks cover the ground in a gooey substance that is considered difficult terrain for creatures as well as Inklings of a different color, although it will not stick to metallic surfaces. Inklings are immune to damage from ink attacks of their own color. Ink can be removed either by water or spells that clean surfaces such as *Prestidigitation*.

Ink Swim. The Inkling can swim in ink of its own color splattered on the ground. When swimming in ink, the Inkling counts as hidden and can move at double speed, even up walls if they are covered in ink. The Inkling cannot swim in ink not its own color. As a bonus action, the Inkling can disengage from an opponent and dive into ink of its own color splattered on the ground.

Super Jump. As its movement action, the Inkling can launch itself into the air with incredible force to land in an adjacent square to an allied Inkling. The Inkling does not incur opportunity of attack when using the Super Jump.

Actions

Multiattack. The Inkling makes three ranged attacks.

Ink Charger. *Ranged Weapon Attack.* +6 to hit, reach 200ft., one target. Hit: 9 (2d8 + 4) concussive damage. All squares in the path of the Splattershot's attack are covered in ink.

Disruptor. The Inkling throws a burst bomb at a point up to 60 feet away. Each creature within 20 feet must make a DC 15 Constitution saving throw, taking 12 (4d6) concussive damage on a failed save and is stunned, or half as much damage on a successful one.

INKLING COMMANDO

Small fey, chaotic good

Armor Class 14 (natural armor)

Hit Points 130 (20d8 +40)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

Senses passive Perception 11

Languages Inkling

Challenge 4 (1100 XP)

Ability Modifiers: +2 Dex, +1 Cha

Colors. Inkling weapons all fire a specific ink color, designated by the color of its 'hair'. Inklings can manifest in the following colors: Magenta, orange, emerald, turquoise, blue, purple, yellow.

Ink. The Inkling relies on ink fired from its weapons for both attacks and quick transport. Ink attacks cover the ground in a gooey substance that is considered difficult terrain for creatures as well as Inklings of a different color, although it will not stick to metallic surfaces. Inklings are immune to damage from ink attacks of their own color. Ink can be removed either by water or spells that clean surfaces such as *Prestidigitation*.

Ink Swim. The Inkling can swim in ink of its own color splattered on the ground. When swimming in ink, the Inkling counts as hidden and can move at double speed, even up walls if they are covered in ink. The Inkling cannot swim in ink not its own color. As a bonus action, the Inkling can disengage from an opponent and dive into ink of its own color splattered on the ground.

Super Jump. As its movement action, the Inkling can launch itself into the air with incredible force to land in an adjacent square to an allied Inkling. The Inkling does not incur opportunity of attack when using the Super Jump.

Actions

Multiattack. The Inkling makes two ranged attacks.

Splating Gun. *Ranged Weapon Attack.* +6 to hit, reach 40 ft., one target. Hit: 21 (4d8 + 4) concussive damage. All squares in the path of the Splattershot's attack are covered in ink.

Burst Bomb. The Inkling throws a burst bomb at a point up to 40 feet away. Each creature within 20 feet must make a DC 15 Dexterity saving throw, taking 16 (5d6) concussive damage on a failed save, or half as much damage on a successful one. The 20 foot blast radius of the burst bomb is covered in ink.

INKLING BRUTE

Small fey, chaotic good

Armor Class 14 (natural armor)

Hit Points 130 (20d8 +40)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

Senses passive Perception 11

Languages Inkling

Challenge 4 (1100 XP)

Ability Modifiers: +2 Dex, +1 Cha

Colors. Inkling weapons all fire a specific ink color, designated by the color of its 'hair'. Inklings can manifest in the following colors: Magenta, orange, emerald, turquoise, blue, purple, yellow.

Ink. The Inkling relies on ink fired from its weapons for both attacks and quick transport. Ink attacks cover the ground in a gooey substance that is considered difficult terrain for creatures as well as Inklings of a different color, although it will not stick to metallic surfaces. Inklings are immune to damage from ink attacks of their own color. Ink can be removed either by water or spells that clean surfaces such as *Prestidigitation*.

Ink Swim. The Inkling can swim in ink of its own color splattered on the ground. When swimming in ink, the Inkling counts as hidden and can move at double speed, even up walls if they are covered in ink. The Inkling cannot swim in ink not its own color. As a bonus action, the Inkling can disengage from an opponent and dive into ink of its own color splattered on the ground.

Super Jump. As its movement action, the Inkling can launch itself into the air with incredible force to land in an adjacent square to an allied Inkling. The Inkling does not incur opportunity of attack when using the Super Jump.

Actions

Multiattack. The Inkling makes three ranged attacks.

Ink Throw. *Ranged Weapon Attack.* +6 to hit, reach 10 ft., one target. Hit: 13 (3d8 + 4) concussive damage.

Roller Ram. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. Hit: 13 (3d8 + 4) bludgeoning damage.

Roller Charge. The Inkling runs up to 25 feet forward, using its roller as a battering ram. Any creatures in the Inkling's path are subject to a roller ram Attack, and if hit, the target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the Inkling can make one roller ram Attack against it as a Bonus Action. Any squares the Inkling walks over while using this action is covered in ink.

Seeker. The Inkling deploys seeker that travels up to 100 feet along the ground toward the nearest enemy creature and explodes. Each creature within 20 feet of the explosion must make a DC 15 Dex saving throw, taking 12 (4d6) concussive damage on a failed save and is stunned, or half as much damage on a successful one. Any squares the seeker travels over are covered in ink.