



BUPPIDO

Small humanoid (derro)

Hit Points 13

Speed 30 ft.

STR (-1) **DEX** (2) **CON** (1) **INT** (0) **WIS** (-3) **CHA** (-1)

Skills Stealth +4

Senses darkvision 120 ft., passive Perception 7

Languages Dwarvish, Undercommon

Insanity. The derro has advantage on saving throws against being charmed or frightened.

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

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



PRINCE DERENDIL

Medium humanoid (quaggoth)

Armor Class 13 (natural armor)

Hit Points 45

Speed 30 ft.

STR (3) **DEX** (1) **CON** (3) **INT** (-2) **WIS** (1) **CHA** (-2)

Skills Athletics +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Undercommon, Elvish

Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 2d6 damage to any target it hits with a melee attack.

Multiattack. The quaggoth makes two claw attacks.

Claw. Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit: 1d6 + 3 slashing damage.



ELDETH FELDRUN

Medium humanoid (dwarf scout)

Hit Points 16

Speed 30 ft.

STR (2) **DEX** (2) **CON** (2) **INT** (0) **WIS** (1) **CHA** (0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses darkvision 60ft., passive Perception 15

Languages Common, Dwarvish

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Poison Resistance. The scout has advantage on saving throws versus poison and resistance versus poison.

Multiattack. The scout makes two melee attacks or two ranged attacks.



JIMJAR

Small humanoid (deep gnome spy)

Hit Points 27

Speed 20 ft.

STR (0) **DEX** (2) **CON** (0) **INT** (1) **WIS** (2) **CHA** (3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses darkvision 120 ft., passive Perception 16

Languages Common, Gnomish, Terran, Undercommon, Elvish

Stone Camouflage. The gnome has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. The gnome's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: nondetection (self only)

1/day each: blindness/deafness, blur, disguise self

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack. The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.



RONT

Medium humanoid (orc)

Hit Points 15

Speed 30 ft.

STR (3) **DEX** (1) **CON** (3) **INT** (-2) **WIS** (0) **CHA** (0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Aggressive. As a bonus action, the orc can move up to its speed towards a hostile creature that it can see.



SARITH KZEKARIT

Medium humanoid (drow)

Hit Points 13

Speed 30 ft.

STR (0) **DEX** (2) **CON** (0) **INT** (0) **WIS** (0) **CHA** (1)

Skills Perception +2, Stealth +4

Senses darkvision 120ft., passive Perception 12

Languages Elvish, Undercommon

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: dancing lights

1/day each: darkness, faerie fire

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

SHUUSHAR THE AWAKENED



Medium humanoid (koa-toa)
Armor Class 11 (natural armor)
Hit Points 18
Speed 30 ft., swim 30ft.
STR (1) **DEX** (0) **CON** (0) **INT** (0) **WIS** (0) **CHA** (-1)
Skills Perception +4
Senses darkvision 120 ft., passive Perception 14
Languages Undercommon

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such as creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

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

Bite. Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit: 3 (1d4 + 1) piercing damage.

STOOL



Small plant (myconid sprout)
Armor Class 10
Hit Points 7
Speed 10 ft.
STR (-1) **DEX** (0) **CON** (0) **INT** (-1) **WIS** (0) **CHA** (-3)
Senses darkvision 120 ft., passive Perception 10
Languages —

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

Fist. Melee Weapon Attack: +1 to hit, reach 5ft., one target. Hit: 1d4 - 1 bludgeoning damage plus 1d4 poison damage.

Rapport Spores (3/Day). A 10-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

TOPSY AND TURVY



Small humanoids (deep gnome wererats)
Armor Class 12
Hit Points 33
Speed 30 ft.
STR (2) **DEX** (2) **CON** (2) **INT** (1) **WIS** (0) **CHA** (-1)
Skills Perception +2, Stealth +4
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered
Senses darkvision 60 ft., passive Perception 12
Languages Gnomish, Terran, Undercommon, Common

Keen Smell. Advantage on Wisdom (Perception) checks that rely on smell.

Stone Camouflage. The gnome has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. The gnome's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: nondetection (self only)
1/day each: blindness/deafness, blur, disguise self

Multiattack. Two attacks, only one of which can be a bite.

Bite. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 1d4 + 2, piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.